

irenehmayor@gmail.com
(403) 660-8203

Irene Honrade Mayor
<https://irenehmayor.com/>

GitHub: [ihmayor](#)
LinkedIn: [irene-mayor](#)

EMPLOYMENT

- | | | |
|---|---|-----------------------------|
| Unity Software Engineer | Truly Social Games Studio | Aug 2020 – July 2021 |
| <ul style="list-style-type: none">Developed the project's template for detailing out technical designs in the Confluence documentationEstablished in-game ad monetization and analytics integration with external libraries and services for deploying to both iOS and Android devicesNegotiated with management, artists, and designers in feature scope discussions and estimations | | |
| Full-Stack Java Software Developer | Shareworks by Morgan Stanley | Oct 2018 – Aug 2019 |
| <ul style="list-style-type: none">Optimized parts of the internal data import migration pipeline while adhering to the company's test-driven coding practices in the legacy million-line Java codebaseCollaborated on implementing features with a small team while ensuring our work safely integrates with others across the large company in an Agile Development process | | |
| Software Developer Intern | Agile Surface Engineering Group (UofC) | May 2016 – Aug 2017 |
| <ul style="list-style-type: none">Implemented features for diverse prototype software solutions from .NET applications for emergency operations planning to front-end user web interfaces for visualizing data analyticsDelivered monthly feature demonstrations and progress updates to non-technical industry partners | | |

PROJECTS

Brief: [Implement tap-driven data transfer prototype system between Samsung SmartTV and SmartWatch](#)

Client: Samsung (Centre for Digital Media Project) **2020**

- Spearheaded most of the technical development efforts such as the electronic wiring behind the standalone NFC reader and a five-day turnaround UI overhaul of the entire system
- Extracted client requirements into executable tasks and led sprint planning for the technical members
- Provided non-technical teammates with clear and patient explanations about technical details

Brief: [Data Visual Story to visualize large sets of Metropolitan Open-Source Data](#) **2018**

Client: Personal

- Transformed raw descriptive CSV's into 600,000+ Tableau ready data points in a semi-manual process

Brief: [Multi-Surface Systems for the Emergency Operations Centre of the Future](#)

Client: Agile Surface Engineering Group **2016**

- Established the MS SQL database foundation and internal JSON parser for storing persistent map annotation data which resolved a two-year problem hindered by ArcGIS API limitations

TECHNICAL SKILLS

- Languages: C#, Java, JavaScript/HTML/CSS, C/C++, PHP, Python, SQL/NoSQL
- Frameworks and Libraries: D3, Angular.js, React.js, SignalR, Tizen OS, Node.js, Kinect SDK
- Tools: Git, Linux, Jira, Confluence, MS SQL/MySQL Server, Jupyter Notebook, Trifecta Wrangler

EDUCATION

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| Vancouver, BC, Canada | Centre for Digital Media | Sep 2019 – Feb 2021 |
| <ul style="list-style-type: none">Master of Digital Media DegreeJoint Graduate Program between: SFU, UBC, BCIT, ECUAD | | <i>GPA: 4.0</i> |
| Calgary, AB, Canada | University of Calgary | Sep 2013 – Aug 2018 |
| <ul style="list-style-type: none">BS in Computer Science | | <i>GPA: 3.7</i> |