# Sabrina Wasserman
## 4A Computer Science

647-285-0023    sabrina.wasserman@gmail.com    www.sabrinawasserman.me    www.github.com/s3wasser

## SUMMARY OF QUALIFICATIONS

- Experience working in C++, Java, Swift, OpenGL, Python, and Bash using Git, Mercurial, and Perforce version control tools in Linux, Windows, and Mac OS X
- Motivated and fast learner with professional experience working in a fast-paced agile environment

## EDUCATION

**UNIVERSITY OF WATERLOO** | SEPTEMBER 2016 - MAY 2021
Bachelor of Computer Science, English Language and Literature Minor

## WORK EXPERIENCE

**SOFTWARE ENGINEER INTERN: FACEBOOK** | MAY - AUGUST 2020 (PRESENT, 4 MONTH CO-OP)

- Currently working as a backend software engineer on the Feed Delivery team, developing in C++
- Working on implementations of backend solutions to help reduce latency and optimize storage

**SOFTWARE ENGINEERING INTERN: GOOGLE** | AUGUST - DECEMBER 2019, AND JANUARY - APRIL 2019

- Worked as a backend software engineer in a live ad-serving production stack, designing and developing multiple features in C++ now live in production
- Introduced early bad request detection within the ad-serving stack to reject invalid requests faster
- Performed complex cross-binary code migrations and refactoring to improve overall code health

**EXPLORE INTERN: MICROSOFT** | MAY - AUGUST 2018

- Created a custom teaching UX in C++ for Microsoft Office, and added relevant telemetry to measure feature impact using the Kusto query language and PowerBi visualization tools
- Researched and trained a machine learning model to improve user experience in Microsoft Office

**AGILE SOFTWARE ENGINEER: TRIBALSCALE** | SEPTEMBER - DECEMBER 2017

- Developed in Swift and Objective-C to create features in an iOS app for a national media company, including adding analytics layers and building new user interaction flows
- Served as project anchor for an active iOS project, co-ordinating with engineers on the client-side, and speaking with clients and product managers in daily meetings to ensure a successful product

**LEAD DEVELOPER: ENTECH** | SEPTEMBER 2016 - DECEMBER 2017

- Led the development team by holding weekly coding sessions and providing guidance on projects

## PROJECTS

**FINN** | IOS APP - SWIFT 4

- iOS app created for users to keep track of their personal finances and expenditures

**WATCHER** | PYTHON

- A web-scraping script that checks for course availability and alerts users when spots are open

## AWARDS AND ACHIEVEMENTS

**UNIVERSITY OF WATERLOO**

**2019** | President's Research Award                **2018** | President's International Experience Award
**2017** | President's Scholarship of Distinction

## CLUBS AND EXTRACURRICULAR ACTIVITIES

**RESEARCH ASSISTANT: UNIVERSITY OF WATERLOO** | SEPTEMBER 2018 - DECEMBER 2018

- Created, maintained, and updated databases on the Chris Claremont Uncanny X-Men comics

## INTERESTS

SNOWBOARDING  *  SINGING  *  PHOTOGRAPHY  *  CODING  *  COMIC BOOKS