

Caitlin Bagg

For more information visit
<http://caitlinbagg.com>

Work Experience

Chalk & Wire Learning Assessment

Software Developer

November 2013—April 2015

- Development on a major eLearning software suite written in Visual Basic.NET (server side), and Javascript (client side) version control in SVN
- Working with a completely distributed team requiring self-starting and self motivation
- Planned, designed, and implemented a complete automated testing system using SpecFlow, developed an infrastructure to connect this system to QA's TestRail Instance

Shared Services Canada

Junior Programmer/Analyst (contract position)

August 2012—April 2013

- Only developer assigned to a C#.NET project, learned the language on the fly for this project
- Experience with a cross-platform mobile government development project, experience with Phonegap, as well as Android, Apple, and Blackberry SDKs
- Developer in charge of analyzing and implementing several eLearning suites including Moodle (PHP) and Canvas (Ruby on Rails)

Collected Works Bookstore & Coffeebar

Web and EBook Technology Admin/Sales Associate

April 2010—July 2012

- Staff member in charge of updating and developing the store website
- In charge of reporting on and analyzing ebook solutions available to independent booksellers in Canada

Scarsin Corporation

QA Team Member/ Documentation Team

May 2011—August 2011

- Worked with a small staff to QA an enterprise scale application
- Wrote a full regression test plan for the application, as well as a first draft of the user manual

Independent Contractor

Web Developer

December 2009—Present

- Subcontractor for xAdvance, The UPS Store in Uxbridge, and Silly Robot as well as personal contracts
- Developed custom websites, applications as well as Wordpress themes, and plugins to fit client needs

Education

University of Ottawa

2008—2013

Honours Bachelor of Science with

Major in Computer Science and Major in Philosophy

Skills & Interests

Creative & Research

- Author of a monthly blog on Computer Science and Philosophy, especially focused on Artificial Intelligence
- Research Assistant at Carleton University's Science of Imagination Lab
- Participant in the University of Ottawa 48-hour novella contest
- Experience in digital art tools such as The Gimp, and Paint Shop Pro

Leadership & Teamwork

- President (2010/2011) of the Undergraduate Philosophy Students' Association; also served as Vice President of Communications (2009/2010) and Vice President of Finance (2011/2012)
- Teacher of a week-long games development class for children aged 10-14
- Teaching Assistant and Twitter manager at Girl Develop IT Ottawa
- Team Member of the University of Ottawa Computer Science Games Team (2011, 2012) competed in Artificial Intelligence I/II and Web Development challenges
- Vice President of Communications (2011/2012) for the University of Ottawa Chapter of Women in Science and Engineering (WISE)

Technology & Development

- Comfortable using and developing in both Windows and Linux environments
- Experience with version control (Git, and SVN)
- Able to program in a variety of languages including: Python, and Java. Some experience with the Android SDK and OpenGL ES in particular currently developing a small Android Game
- Web developer with experience in HTML, CSS, Javascript (jQuery), PHP and currently building a personal project in Ruby on Rails

References Available Upon Request