Sophie Uldry Lavergne

e-mail: sophuldry@gmail.com
website: sophieuldry.com

EDUCATION

Northeastern University, Boston, MA   Sept. 2018 – May 2023
Khoury College of Computer Sciences
Bachelor of Science in Computer Science and Game Design Degree
Related Courses: Web Development, Software Engineering, Object-Oriented Design, Game Programming, Game Concept &
                Development, Database Design
Honors: 3.40 / 4.00 GPA

SKILLS

Programming Languages: CSS, JavaScript, HTML, Java, Python, Apache Sling
Software: IntelliJ, Git, Adobe Experience Manager, Unity, Blender, Photoshop, Canva
Frameworks: Bootstrap, jQuery
Spoken Languages: English, Spanish, French

WORK EXPERIENCE

Eaton Vance, Boston, MA

Front-End Web Development Co-op: Jan. 2022 – June 2022
- Managed biweekly workload using an Agile format
- Contributed to sprints in a SCRUM format formalizing tasks into relevant jira tickets
- Transitioned websites from wordpress to using Adobe Experience Manager (changing CMS) during company merger
- Documented and completed the merge to AEM
- Led training session to aid in successfully transitioning platforms to Morgan Stanley workspace (merger transition)

Northeastern University, Boston, MA

Virtual Reality & Augmented Reality Lab Assistant: Jan. 2020 – Dec. 2020
- Provided system maintenance and troubleshooting for the professors and students using lab resources
- Managed inventory and monitored compliance
- Created training and walkthrough documentation to improve the quality of access to our college's resources

Graphic Designer for the Center for Spirituality, Dialogue, and Service: Oct. 2021 – Dec. 2021 & Oct. 2022 – Dec. 2022
- Lead the design of various bulletin boards
- Designed profile cards for staff and volunteers of the CSDS to appear more approachable and professional using Canva

PROJECTS

Twitter Clone — *Lead Programmer*   Sept. 2021 – Dec. 2021
- Created a simplified version of Twitter consisting of multiple interfaces in HTML that are accessible from a navigation page
- Styled the bookmarks and explore screens using CSS classes
- Used CSS frameworks including bootstrap and libraries like fontawesome to format the webpages
- Implemented hiding and showing responsive content depending on webpage size
- Translated HTML web content into JavaScript to allow for future responsiveness
- Refactored the explore screen to dynamically generate HTML and modify the DOM with JavaScript

Drummage: The Rhythm Dungeon Crawler — *Assets Coordinator, Lead Artist*   Jan. 2020 – May 2020
- Designed a game in which you play as a drum based spell slinger searching for the mythical "Drums of the Bongod"
- Managed team members and delegated tasks and goals using Jira tickets and Microsoft Teams
- Successfully organized meetings, team-building activities, and collaborations with other peers
- Adapted to goal changes for the team and prepared for unforeseen circumstances (COVID-19)
- Devised a battle mechanic involving casting spells in sync with beats/rhythms and defending by matching the enemy's attacks
- Created UI/UX mockups and 3D models of drums, drumsticks, and various props using Blender and Photoshop