A. Francesca Dela Cruz

WEB DEVELOPMENT + UI/UX DESIGN

www.cesca.dev

github.com/cescaa linkedin.com/in/cescaa 647-869-6428 cesca.html@gmail.com

SKILLS + TOOLS

Code: C, C++, SQL, JavaScript, HTML, CSS, SASS, Tailwind, jQuery, React, VBA

Development: Node.js, Microsoft Office, Visual Paradigm, MongoDB, Git, JIRA

Design: Adobe Illustrator, Adobe Photoshop, Adobe XD, Adobe After Effects, Figma

EDUCATION

Computer Programming and Analysis — Seneca College Expected Graduation Date: August 2025 / pGPA: 4.0

Honours Bachelor of Interaction Design — Sheridan College pGPA: 3.4

EXPERIENCE

Programmer Analyst (Co-Op) — Toronto Transit Commission

JAN 2024 - PRESENT

- ★ Using React, created, enhanced and published intranet web pages in SharePoint
- ★ Applied SQL concepts and object-oriented programming to write, test, and deploy Visual Basic improvements for MS Access applications
- ★ Developed online training modules to help new users develop proficiency in the Rail Cars & Shops department's computer applications

Recreation Coordinator — Results Fitness Lifestyle

APR 2022 - JAN 2024

- * Assisted residents make bookings for amenities in condo's recreational facility
- ★ Independently oversaw and managed facility operations with a remote management team to ensure seamless day-to-day activities
- ★ Organised, promoted and hosted special events in the facility, fostering a vibrant community and living environment for residents

UX Designer (Co-Op) — Innovation Accelerator

MAY 2021 - AUG 2021

- ★ Led our team of 4 to design a mobile and desktop website that successfully attracted people into the construction industry
- ★ Conducted weekly client presentations, showcasing research findings and project progress, and adeptly incorporated client feedback to refine design solutions
- ★ Demonstrated client satisfaction through positive feedback and endorsement of project

PROJECTS

Customer Order Assembly Line System - C++ / OOP

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- ★ Developed a simulation of a assembly line with stations for assembling furniture items
- ★ System ensured a streamlined process by reading data about customer orders and stations, moving orders through stations to fill orders, tracking fulfilment status of orders, and updating inventory levels in each station
- ★ Applied object-oriented programming, dynamic memory allocation, file handling, exception handling, stream manipulation, and data structures
- ★ Achieved a grade of 100%

Veterinary Clinic Application — C Programming

- ★ Implemented a data management system for a veterinary clinic
- ★ Organised data through custom structures, enabling viewing, searching, addition, editing, and removal of patient and appointment records
- ★ Integrated file handling for data import/export, input validation for ensuring data integrity, and error handling and string manipulation for a user-friendly experience
- ★ Achieved a grade of 90%

Lego Collection Website — Node.js / Tailwind / SASS / HTML / CSS / JavaScript

- ★ Developed a web application using Node.js, Sass, and Tailwind CSS to create an interactive platform showcasing a LEGO collection
- ★ Utilised a LEGO API to fetch real-time data on various LEGO sets
- ★ Engineered a custom server to handle data requests and ensure seamless communication between the frontend and backend
- ★ Achieved a grade of 100%

Multimedia Narrative Game — HTML / CSS / JavaScript / jQuery

- ★ Gamified a story across multiple media platforms (i.e. website, 3D models, code-based chat simulation, social media profiles)
- ★ Directed our team of 4 the development of main website
- * Executed input validation, DOM manipulation, event handling, and CSS animation
- ★ Chosen as class example for future students and achieved a grade of 100%

Word-Guessing Game — HTML /CSS / JavaScript

- ★ Designed and developed an enhanced, murder mystery-themed version of "Hangman" game, introducing time limits and penalties for incorrect guesses
- ★ Engineered a dynamic game environment with a three-minute countdown and random keyword selection to enhance user experience
- ★ Implemented conditional styling, providing visual feedback based on game outcome