

Ellen Lloyd

SOFTWARE DEVELOPER

KNOWN FOR [AVID LEARNING](#) [QUALITY CODE](#) [SUPPORTING OTHERS](#)

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SKILLS

Languages: Python, C#, Java, PHP, JavaScript, TypeScript, Golang, HTML, CSS, Racket, SQL

Tools: PHPUnit, Symfony, JUnit, Swing, Harmony, jQuery, React, Test-Driven Development, Agile, Git

EXPERIENCE

Software Engineer Intern | Okta (Auth0) Canada (remote) May 2024 – Aug 2024

- Developed multi-repository code in **TypeScript** to surface a new log streaming feature for over 18,000 customers.
- Performed **end-to-end testing** and resolved difficult bugs to ensure a smooth launch of the new security feature.
- Collaborated across engineering, PM, and design teams to refine project requirements and define scope.

Teaching Assistant | University of British Columbia Vancouver, BC Jan 2022 – Apr 2024

- Instructed students in groups of 20-30 (labs) and small groups of 1-10 (office hours) to ensure student success.
- Performed weekly **code reviews** of student work evaluating the code for both accuracy and style.
- **Led a team** of TAs to coordinate consistent, rubric-based code review assessment of weekly problem sets.

Software Engineer Intern | Okta (Auth0) Canada (remote) May 2023 – Aug 2023

- Implemented data sorting features for a **full-stack** web portal used by hundreds of Auth0 product partners.
- Redesigned a **Golang** gRPC API for new functionality and built front-end interfaces in **TypeScript** and **React**.

Software Developer Intern | Altus Assessments Canada (remote) May 2022 – Dec 2022

- Built and maintained enterprise **full-stack** LAMP web software used by 100+ medical schools worldwide.
- Paid down technical debt by refactoring legacy **PHP** code to support new version upgrades for **Symfony** framework.
- Trained a new hire on all workflows: development, **code review**, **automated tests**, and writing **acceptance criteria**.
- Optimized workflow and streamlined dozens of Jira tickets weekly by repairing a broken **JavaScript** tool for the team.

EDUCATION

Bachelor of Computer Science University of British Columbia, Canada GPA: 3.88/4.00 May 2025
Course topics: Software Construction, Cloud Computing, Operating Systems, Data Structures and Algorithms

Master of Science | Marketing University of Saskatchewan, Canada GPA: 3.73/4.00 Dec 2019
Thesis: [Six Non-Listening Patterns in Stakeholder Networks: A Grounded Theory Model](#)

Bachelor of Science | Psychology University of Calgary, Canada GPA: 3.92/4.00 Dec 2014

TECHNICAL PROJECTS

Stardew Valley Modding | C#, Harmony, Python [Fish Preview](#), [Show Item Quality](#), [UV Index](#), [Angry Grandpa](#)

- Developed mods in **C#** for Stardew Valley game, achieving **over 37,000 user downloads** by serving player needs.
- Crafted safe, dynamic patches for external code by editing CIL instructions in **.NET** methods using **Harmony** library.
- Managed version control with **Git** and collaborated via **GitHub**.
- Empowered players to contribute localization files (9 languages so far) by developing to **i18n** standards with **API** tools.
- Led a team project with 20 contributors ([Unsettling Item Descriptions](#)) and wrote **Python** scripts to integrate work.

BUT WAIT, THERE'S MORE!

Hackathon Mentor | Coached participants at *BCSHacks*, *girlCode*, *nwHacks* and *cmd-f*. Mar 2022 – PRESENT

Workshop Creator | Designed and taught a workshop for coding beginners: *Oh No, LeetCode!* Mar 2022

Tech Admin, TRR Saskatoon | Coded communication solutions for a community of 2000+. Jul 2017 – Mar 2019

Crisis Line, Calgary Distress Centre | Applied intervention for crisis and suicide hotline callers. May 2014 – Jul 2015