

Ellen Lloyd

SOFTWARE DEVELOPER

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

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SKILLS

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

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

EXPERIENCE

Software Developer Intern | Altus Assessments | *PHP, MySQL* Canada (remote) May 2022 – PRESENT

- Builds, tests and maintains enterprise **full-stack** LAMP web software used by 100+ medical schools worldwide.
- Pays down technical debt by refactoring legacy code to support new version upgrades for **Symfony** framework.
- After 4 months, trains a new hire on all software development workflows.
- Ensures code quality and correctness by writing **acceptance criteria**, using **automated tests**, and doing **code reviews**.
- Optimizes team workflow: repaired broken **JavaScript** tool for writing tests, streamlining dozens of Jira tickets weekly.

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 20,800 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.

Smooth Sudoku Game | *Racket ISL* [Smooth Sudoku](#)

- Coded a feature-rich GUI desktop application using **Racket**—a Lisp-based, pure-functional language.
- Designed and implemented custom mouse input, move history, hint systems, auto-solver, and difficulty options.
- Leveraged **test-driven development** from start to finish to write reliable, high-quality code with 100% test coverage.

EDUCATION

Bachelor of Computer Science University of British Columbia, Canada **GPA:** 3.90/4.00 May 2024

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

LEADERSHIP

Events Volunteer, BCS Students Association Oct 2021 – PRESENT

- Fostered community for 200+ students by organizing semester-end socials and collaborating to plan a hackathon.

Community Tech Admin, Team Rocket Raids Saskatoon Jul 2017 – Mar 2019

- Solved real-time coordination gaps for a community of 2000 by coding custom tools in domain-specific languages.

Crisis Line Responder, Calgary Distress Centre May 2014 – Jul 2015

- Supported callers on crisis and suicide hotlines for >250 hours using applied crisis intervention and active listening.

BUT WAIT, THERE'S MORE!

Awards

Canada Graduate Scholarship—Master's 2016
Saskatchewan Opportunity Scholarship 2016

Contests

Google Kick Start 2020 – 2022
ACM ICPC local qualifier 2019

Workshops

Oh No, LeetCode! (creator) 2022