

SARAH NEWMAN

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Highlights of Qualifications

- IT Programming student with experience in Java, C , C++, Python, HTML5, .Net and more
- BSc in Geology and a Minor in French
- Professional experience gained through administrative government positions

Education

Diploma in IT Programming

NSCC Institute of Technology Campus, Halifax, Canada

Jan 2022 – Dec 2023 (Anticipated)

BSc Geology & French Minor

Saint Mary's University, Halifax, Canada

Sept 2014 – Jan 2020

Video Game Animation Associate Diploma

Toronto Film School, Toronto, Canada (online)

July 2019 – Completed year one of a two-year program

Work Experience

Cove Intern

J-Squared Technologies Inc., May – Aug 2023

- Aided in automating a temperature testing unit using WinForms and PowerShell scripts
- Helped port over drivers, for a board support package (BSP), and write tests from Windows to Linux in C++

Project Services Assistant

Employment and Social Development Canada, Aug 2020 – Jan 2022

- Analyzed data to help with projects such as purchase orders and staffing forecasting
- Used Microsoft programs for tasks such as converting financial quotes to MS Excel, and to create and update various documents in MS Word and Adobe PDF
- Aided in the translation of guideline documents and request for proposal (RFP) requirement documents

Bilingual Telephone Interviewer

Statistics Canada, Feb 2016 – Aug 2020

- Collected data on computer software over the phone in business and social situations
- Employed professionalism to help solve respondents' problems and concerns in both English and French

Languages (*experience gained through various NSCC programs and self-study*)

Java

C++

HTML5

CSS

Python

C#

C

Linux

Computer Skills

GitHub

- Created, uploaded to and maintained multiple GitHub repositories in various courses at NSCC

Autodesk

- Used 3dsMax and Maya in my Toronto Film School courses to model and animate game assets

Unreal Engine 4

- Assembled a functioning game environment through my Game Modeling 2 course at Toronto Film School

Unity

- Developed 2D games during the Global Game Jam and in my Capstone course using Unity

Adobe Creative Suite

- Used numerous software (Photoshop, Illustrator, Substance Painter, Substance Designer, XD) through my courses at Toronto Film School and NSCC

Relevant Skills

Data Analysis

- Collected, compiled, and analyzed data through various geology and science courses at Saint Mary's University

Project Management

- Gained through my Project Management course at NSCC, as well as through organizing and completing various tasks in my Project Services Assistant role at ESDC

Effective Bilingual Communication

- Demonstrated through conducting surveys and managing the reception desk for Statistics Canada and aiding in the translation of documents for ESDC

Ability to Work Independently and as a Team

- Gained through various independent and team projects throughout university and college, and through individual and team sports trainings and competitions

Achievements & Volunteer Experience

Participant of 2023 Global Game Jam
Feb 2023

Athlete at Canada Winter Games
Feb 2015 & 2019

Winner of the Novonix 'What's your challenge' NSCC Job Fair Event
Feb 2022

Volunteer Assistant Coach for various badminton programs
2015 – 2021