

DAIZZAH BOTOY

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SOFTWARE ENGINEER

PROFESSIONAL SUMMARY

Computer Engineering graduate with nearly two years of hands-on experience building intuitive, user-centered software for real users, from smart systems to secure platforms. Drawn to roles that value intuitive UI design, responsive layouts, and front-end development using HTML, CSS, and JavaScript.

EDUCATION

Bachelor of Science in Engineering – Computer Engineering
University of Saskatchewan · Saskatoon, SK

Sept 2019 - Nov 2024

- Graduated with **Great Distinction**
- Awarded **Dean's Honour Roll** (1st to 3rd year)
- Member of **Golden Key Honour Society**, top 15% of program
- Completed capstone project with **real-world client** and **security standards**

SKILLS

Technical Skills

- **Programming Languages:** HTML/CSS, JavaScript, Python, Java, Kotlin, C, C++
- **Frameworks & Libraries:** Tailwind CSS, Supabase, Bootstrap, Django
- **Tools & Platforms:** Git, GitHub, GitLab, Linux, VS Code, Docker
- **Concepts:** Responsive Design, Semantic HTML, Unit Testing, System Testing, REST APIs

Transferable Skills

- **Communication:** grew through asking clear, specific questions during my internship, coordinating tasks and updates in group projects, and working with our Capstone client to understand their needs and **deliver the right features**
- **Problem-Solving:** developed throughout university and real-world projects – constantly figuring out how to approach unfamiliar problems by asking the right questions, **breaking things down**, and **comparing solutions** to find what actually worked
- **Collaboration:** built through working with teammates who had different coding styles, communication habits, and work paces. I learned how to stay **flexible, keep things moving**, and contribute even when team dynamics were tough

EXPERIENCE & PROJECTS

Student Software Developer

May 2022 - Aug 2023

Calian Advanced Technologies · Saskatoon, SK

- Worked with a team of **7+ developers** to maintain and enhance a **GUI system** for **satellite communication**
- Followed **Agile Scrum** methodology with daily standups, **2-week sprints**, and regular **retrospectives**
- Developed and tested software in **Python, Java, C++, Kotlin**, and **TCL**
- Wrote **unit and system tests** to ensure code **reliability** and **coverage**
- Used **Git version control** to track code changes and manage **project branches**

Capstone Project – SecureMed Web Platform

Sept 2023 - Mar 2024

University of Saskatchewan · Saskatoon, SK

- Built a responsive, accessible UI with **HTML, CSS, and JavaScript** for a secure medical platform designed for a
- Collaborated in a 5-person team using **Django** for back-end, delivering authentication and encryption features
- Designed and tested UI layouts for medical professionals with accessibility and screen size adaptability

Late Night Thoughts (In Progress)

May 2025

Front-End + Full-Stack Personal Project

- Developing a full-stack journaling app using Vanilla JS, Supabase, and **Tailwind CSS** for real-time post storage and nightly posting limits
- Designed a responsive, animated UI with **custom transitions, light/dark themes**, and smooth time-based styling
- Implemented time-based posting restrictions (10PM-5AM) using **LocalStorage** and **client-side validation**

RELEVANT COURSEWORK

- **CMPT 353 – Full Stack Web Programming**
 - Designed modern web apps using **HTML, CSS, JavaScript**, and **Node.js**. Emphasized scalable design, **UI/UX**, and database integration with **MongoDB**
- **CMPT 470 – Advanced Software Engineering**
 - Covered software **design patterns**, architectural styles, **testing strategies**, and teamwork in complex systems. Applied **agile methodologies** and **version control** practices

REFERENCES

Available upon request