

DAIZZAH BOTOY

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SOFTWARE ENGINEER

PROFESSIONAL SUMMARY

Computer Engineering graduate with nearly two years of hands-on experience across web, back-end, and UI development. I've build secure platforms using Python, JavaScript, Supabase, and Django, and designed responsive UIs with CSS and Vanilla JS. My projects include real client work, solo app design, and collaboration with 7+ developer teams. I enjoy writing code that's clean, maintainable, and makes sense from back-end logic to front-end polish.

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 in 3rd year
- Completed capstone project with **real-world client** and **security standards**

SKILLS

Technical Skills

- **Programming Languages:** JavaScript, Python, HTML/CSS, C++, Java, Kotlin
- **Frameworks & Libraries:** Django, Bootstrap,
- **Databases:** MongoDB, Supabase, SQL
- **Tools & Platforms:** Git, GitHub, VS Code, Docker
- **Concepts:** Full-Stack Development, Semantic HTML, REST APIs, MVC Architecture, CI/CD, Responsive Design

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 & Collaboration:** strengthened through projects with diverse teammates, where I adapted to different coding styles and solved challenged by **breaking things down and comparing solutions**

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, manage **branches**, and collaborate on production code

Capstone Project – SecureMed Web Platform

Sept 2023 - Mar 2024

University of Saskatchewan · Saskatoon, SK

- Collaborated with a 5-person team to build a secure **Django-based** medical record system for a **real client**, with authentication and **encryption** features
- Built responsive, accessible web interfaces using **HTML, CSS, and JavaScript**, tailored for medical professional and varying screen sizes
- Managed client communication, deliverables, and timelines to ensure successful project delivery

Late Night Thoughts (In Progress)

May 2025 - Present

Personal Project

- Building a **full-stack journaling app** using Vanilla JavaScript and Supabase for real-time storage and nightly posting constraints
- Designed a responsive UI with a night-sky theme, subtle animations, and light/dark modes
- Enforce posting constraints (10PM-5AM) using LocalStorage and custom validation logic

Smart Parking System - Embedded IoT UI Simulation

February 2023

CME 466 – Embedded Systems Project

- Built a PyQt5 desktop app simulating real-time parking availability, integrating **Raspberry Pi and MQTT**
- Developed a widget-based UI for real-time slot tracking, warning lights, and user-friendly smart lot management

Valorant Agent Roulette

November 2024

Front-End Personal Project

- Built a responsive web tool using HTML, CSS, and JavaScript to assign random agents for Valorant duos
- Implemented sound effects, animations, and custom UI interactions to enhance player experience

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
- **CME 466 – Advanced Digital System Design**
 - Built an end-to-end IoT system using **Raspberry Pi, MQTT protocols**, and **Python**. Integrated edge devices, cloud communication, and **ML automation** into a smart city simulation
- **CME 334 – Network Architecture and Protocols**
 - Studied network infrastructure, transmission technologies, **TCP/IP, security protocols**, and **IoT networking**. Applied **hands-on** lab work in packet analysis and Python-based **socket programming**

REFERENCES

Available upon request