

 [linkedin.com/in/elizaveta-makarova-2178ba193](https://www.linkedin.com/in/elizaveta-makarova-2178ba193)

 <https://github.com/elizavetaMakarova>

Elizaveta Makarova

Contact Info **makarova2199@gmail.com**
Montreal, QC

Work **Behaviour Interactive**
Experience Backend Developer
January 2021 — present
Internship
January 2020 — August 2020

Education **Memorial University**
September 2017 — April 2021
Bachelor of Science in Computer Science,
minor in Math

Skills **Programming:** *Typescript, Node.js, React.js, AngularJS, AWS, Java, HTML, CSS, pascalABC, Git, Javascript, PHP, C#, SQL, Python, C++*

Data Analysis Tools: *Pandas, R*

Adobe Creative Cloud

2D and 3D Design : *Autodesk Inventor, Fusion 360 and AutoCAD*

Personal **AI Minecraft Settlement Generator** - project created in partnership with my friend for Generative Design in Minecraft competition
Projects https://github.com/elizavetaMakarova/AI_minecraft_village_building
<https://youtu.be/FT7nBPDBWUM>
Python script that creates hobbit village on random minecraft seed using pathfinding and random seed generation

Chomp game – personal project, game on Java
<https://github.com/elizavetaMakarova/Chomp-game>
Digital version of chomp game with AI to play against.

Blockus game – personal project, game on Java
<https://github.com/elizavetaMakarova/Blockus>
Digital version of Blockus game for 4 players with co-op and multiple difficulty levels AI.

- Created and maintained multiple microservices. Have experience in every step from analysis to stress testing.
- Developed new features and maintained existing ones for backend service used for several widely-played games with online multiplayer functionality - from the initial feature scoping, database design to integrating feature with AWS services, test-driven-development, to providing support to end user API consumers
- Documented and presented new features for the various game teams consuming our service
- Provided support to end users to clarify functionality or bug fixes and extended features

Memorial University
Software Developer
& Digital Media Assistant
September 2018 — January 2020

- Developed backend functionality for real-time people counter website connected with raspberry pi sensors.
cs.mun.ca/~thecommons/peoplecounter/
- Developed frontend Javascript functionality for people counter website.
- Assisted clients in wireless by software support and tutoring sessions.

Media Group KOMOS-media
Web Developer
September 2016 — August 2017

- Developed frontend functionality for static website. komos.media/
- Tested the website and managed an excel document with the description and location of the bugs.