

Vicky Bilbily

software engineering - art - games - computer graphics - hci

vickybilbily.me
(416) 276-2366
vicky.bilbily@gmail.com

WORK EXPERIENCE

Autodesk, Toronto — *Software Developer Intern*

May 2017 - August 2017

Collaborating with Engineering, Design, and Research teams to prototype new animation features in an existing iOS product. Participating in many UI/UX design discussions.

(Objective C, C++)

CIBC Live Labs, Toronto — *Innovation Engineer Intern*

January 2017 - April 2017

Fintech software development through Agile methodologies. Created a high-fidelity iOS prototype from the ground up. Incorporated new designs and content into the lab's website.

(Objective C, JavaScript, Node.js, Express.js, Ember.js, jQuery)

University of Toronto DGP Lab, Toronto — *Research Intern*

May 2016 - August 2016

Funded through the NSERC USRA. Spearheaded an independent research project on sketch-based interfaces for game-design.

(Java, Processing, Box2D)

SELECTED PROJECTS — (see more at github.com/bickybilbily)

Tumour Classification — *Machine Learning*

Classification of benign/malignant tumours using UCI's Breast Cancer dataset. (Python, numpy, scikit-learn, Jupyter Notebook)

Survival of the Fittest — *2D Multiplayer Game*

An online multiplayer version of Conway's Game of Life, built in a team of two at deltaHacks. (JavaScript, HTML5 Canvas, Node.js)

Basic 3D Modeller — *Interactive Computer Graphics*

A simple 3D modeller supporting basic object transformations using a scene graph and ray-picking. (C++, OpenGL, GLUT)

Outside the Box — *Mural for the City of Toronto*

Designed and painted a utility box mural at Dufferin St. & Wilson Rd.

EDUCATION

McMaster University — **Bachelor of Software Engineering (Game Design)**

September 2013 - April 2018

GPA: 10.75/12.00 (A/A-).

Exchange program, fall 2016:
Amsterdam University College

ACHIEVEMENTS

NSERC Undergraduate Student Research Award (2016)

University Senate Scholarship (2015, 2016)

Dean's Honour List (2014, 2015, 2016)

LANGUAGES

C++, Javascript, Java,
Objective C, Python

PROGRAMS

Unity, Maya, Photoshop

EXTRA-CURRICULARS

McMaster Engineering Musical,
Violinist (since 2014)

Frontier College, Tutor (2016)

McMaster Chamber Orchestra,
Violinist (2013 - 2015)

Toronto Animation Arts Festival,
Volunteer (2014)

Toronto Comic Arts Festival,
Volunteer (2014)