Cher Atkins

Saskatoon, SK   (306) 260-6894   cher.atkins@usask.ca   www.cher-atkins.com

SKILLS

TECHNICAL SKILLS

- HTML5, CSS/Sass, and JavaScript (including jQuery and Bootstrap)
- C, C#, C++, PHP, Java and Python
- Adobe XD, Illustrator, and Photoshop
- Creating and maintaining WordPress sites
- Creating and editing custom WordPress themes and site-specific plug-ins
- Comfortable learning new systems and technologies
- Version control using Git
- Mobile development for Android and iPhone
- IDEs such as Visual Studio Code, Processing, Eclipse, and Xcode
- Unity
- Audio editing programs such as Logic, Reason, and ProTools

COLLABORATION

- Able to work effectively in groups as well as individually
- AGILE and SCRUM development frameworks

DESIGN

- Designing websites for clients according to their needs and specifications
- Editing designs and creating new mockups according to client feedback
- Creating logos, icons, banners, and other assets for clients
- Designing and developing graphical user interfaces
- Understanding of design cycles and iterating to improve designs

WORK EXPERIENCE

WEB DESIGNER   MARCH 2020 - MAY 2020

YasTech Developments Inc, Saskatoon SK
- Created website design proofs for clients using Adobe XD
- Worked with other designers and project managers to provide clients with new and interesting designs

WEB DEVELOPER   OCTOBER 2019 - JANUARY 2020

Island Collective, Saskatoon SK
- Created custom WordPress sites for clients based on design mockups
- Created custom WordPress themes for each client

JUNIOR WEB DESIGNER / DEVELOPER   AUGUST 2017 - OCTOBER 2019

BlackSun Inc, Innovation Place, Saskatoon SK
- Created website design proofs for clients using Adobe Illustrator and Adobe XD
- Implemented design mock ups as fully functional websites in WordPress
- Created custom WordPress themes for each client
- Updated and maintained existing sites, and updated site content

TEACHING ASSISTANT   SEPTEMBER - APRIL 2015, 2016, 2017

Computer Science Department, University of Saskatchewan, Saskatoon SK
- Led tutorials and instructed undergraduate students in coding practices
- Answered questions, graded assignments and tests, and assisted students with projects and assignments

SUMMER STUDENT   MAY – SEPTEMBER 2014, 2015

NSERC Scholarship - Human Computer interaction Lab, University of Saskatchewan, Saskatoon SK
- Completed projects and assisted with research under the supervision of a professor

EDUCATION

M. SC MAJOR: COMPUTER SCIENCE
2015 – 2020

University of Saskatchewan, Saskatoon SK

B.A.&SC 4YEAR MAJOR: INTERACTIVE SYSTEMS DESIGN; MINOR: STUDIO ART
2011 – 2015

University of Saskatchewan, Saskatoon SK

HONOURS DIPLOMA: AUDIO PRODUCTION AND ENGINEERING
2009 – 2010

Metalworks Institute of Sound and Music Production, Mississauga ON

VOLUNTEER EXPERIENCE

SCAT RESCUE ADOPTION CENTER
NOVEMBER 2018 - PRESENT

- Cared for cats who are staying in the adoption centre, and introduced them to potential adopters

GIRLS LEARNING CODE / CANADA LEARNING CODE
NOVEMBER 2016 - PRESENT

Various events around Saskatoon SK

- Assisted as a mentor at several workshops designed to teach coding skills to kids and teens

GAME WITH US GAME JAM
SEPTEMBER, FEBRUARY 2014, 2015, 2016, MAY 2017

- Assisted with tutorial sessions designed to teach the participants the basics of processing and unity
- Answered questions and helped participants solve problems with their games during the event

DIGITIZED, UNIVERSITY OF SASKATCHEWAN
MAY 2014, 2015, 2016, 2017

- Helped with an event designed to introduce high school students to the computer science department

HOUR OF CODE, UNIVERSITY OF SASKATCHEWAN
DECEMBER 2016

- Led a session teaching high school students basic coding practices and how to create a game using processing

SCI-FI SCIENCE CAMPS, UNIVERSITY OF SASKATCHEWAN
JULY – AUGUST 2014, 2015

- Ran demonstrations on a touch-screen table for kids in grades 5-9, to interest them in computer science
- Designed and built one of the projects being demonstrated

PROJECTS

PLANT TINDER – THESIS PROJECT
APRIL 2016 – JUNE 2020

- A project allowing users to perform an image sort task using several different interface designs
- Designed to evaluate and compare user performance with each of the interfaces
- Built using the Unity 5 game engine and developed for a tablet and an android phone

AVATAR – RESEARCH PROJECT
MAY – SEPTEMBER 2015

- An avatar creator built on top of the Unity Multi-purpose Avatar (UMA) framework
- Designed to be implemented into multiple games (including an infinite runner and a match-3 game)

GEM HUNTER – RESEARCH PROJECT
MAY – SEPTEMBER 2015

- A networked, multiplayer platform game (built in Unity with Photon networking) where users race to collect gems and may use power-ups designed to assist their performance, or sabotage their opponents
- Designed to investigate player behaviour, particularly in relation to sabotaging behaviour

AWARDS

MOST OUTSTANDING GRADUATE – INTERACTIVE SYSTEMS DESIGN JUNE 2015

University of Saskatchewan, Saskatoon SK

UNDERGRADUATE STUDENT RESEARCH AWARD MAY – AUGUST 2014, 2015

Natural Sciences and Engineering Research Council of Canada (NSERC)

ENTRANCE SCHOLARSHIP SEPTEMBER 2011

University of Saskatchewan, Saskatoon SK

GAVIN BROWN MENTORSHIP AWARD FOR ACADEMIC ACHIEVEMENT JANUARY 2011

Metalworks Institute of Sound and Music Production, Mississauga ON

References available upon request