

# Paulina Masson

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- Education** Carleton University, Ottawa, ON Sep 2006 – present  
**Bachelor of Computer Science, Honours**
- ◆ Software engineering stream, Co-op option, Minor in Business
  - ◆ 3<sup>rd</sup> year , graduating in 2011
  - ◆ CGPA 11.05 out of 12.00
- Skills** Programming
- ◆ Proficient in Java (Eclipse frameworks: EMF, GEF, GMF), C++, C
  - ◆ Knowledgeable in JavaScript, HTML, CSS, AJAX, Perl, Actionscript 2.0
  - ◆ Used Assembly, Objective-C, Matlab Script, FBML, PHP
- Tools / Software
- ◆ Windows, MS-DOS, Mac OS X, Unix/Ubuntu
  - ◆ Eclipse, Xcode, Visual Studio .Net, Emacs, Joe, JCreator
  - ◆ Adobe Photoshop CS3, Adobe Flash CS3, Google SketchUp, MX 2004
- Professional experience** **Electronic Arts (Canada) Inc., Burnaby** May 2009 – Sep 2009  
*Associate Software Engineer – ScreenWorks team*
- ◆ Developed front end features for a video game, using Actionscript and C++
  - ◆ Actively participated in pre-release cycle - fixed defects, resolved issues
  - ◆ Worked with Xbox 360 and PS3 console systems
- IBM Software Lab, Ottawa** Sep 2008 – Dec 2008  
*Software Developer (Coop) – Graphical Modeling Framework team*
- ◆ Prototyped features for Graphical Modeling Framework diagrams
  - ◆ Identified and resolved defects, memory leaks, integration issues
  - ◆ Gained experience developing for open-source community
  - ◆ Improved knowledge of UML modeling and classic design patterns
- IBM Software Lab, Ottawa** May 2008 – Sep 2008  
*Software Developer (Coop) – Rational Requirements Composer team*
- ◆ Developed Eclipse plug-ins for a Rich Client Platform Application
  - ◆ Implemented new features for Use Case diagram editor
  - ◆ Identified and fixed defects for Glossary Editor
  - ◆ Worked on User Interface improvements
- Carleton Computer Security Lab** May 2007 – Jul 2007  
*Research Assistant - “Pass-thoughts: Authenticating with our Minds” project*
- ◆ Designed and built Matlab code infrastructure, to aid signal processing of the experimental data
  - ◆ Implemented a sequence of algorithms to perform Principal Component Analysis

<b>Personal Projects</b>	<p><b>iPhone game with a custom 3D scene rendering engine</b> <span style="float: right;">Fall 2008</span></p> <ul style="list-style-type: none"> <li>◆ Implemented a *.3ds model loader</li> <li>◆ Designed and created lively game UI</li> <li>◆ Came up with a unique game play concept</li> <li>◆ Working on a 3D graphics rendering engine</li> <li>◆ Utilizing CocoaTouch, OpenGL ES frameworks</li> </ul> <p><b>Bell Sympatico Internet Usage Meter Widget for Mac OSX</b> <span style="float: right;">Summer 2008</span></p> <ul style="list-style-type: none"> <li>◆ Implemented data fetch using AJAX and Javascript</li> <li>◆ Integrated support for both, French and English user accounts</li> <li>◆ Animated data bars, using Apple animation frameworks</li> <li>◆ Released project code to open source</li> </ul>
<b>Competitions</b>	<p><b>Canadian Undergraduate Technology Conference</b> <span style="float: right;">January 2008</span> <i>TechTeam Challenge</i></p> <ul style="list-style-type: none"> <li>◆ Created a Facebook Platform Application in a five-member team</li> <li>◆ Performed as one of the three core programmers</li> <li>◆ Developed the front end of the application using FBML, PHP and JavaScript</li> <li>◆ Application received a second place prize</li> </ul>
<b>School work</b>	<p><b>C++ programming course (COMP 2404)</b> <span style="float: right;">November 2007</span> <i>Template Dictionary</i></p> <ul style="list-style-type: none"> <li>◆ Modelled a template container with STL-style iterator</li> <li>◆ Implemented functions for adding, removing, switching elements</li> <li>◆ Utilized operator overloading, dynamic memory allocation, constants</li> </ul>
<b>Awards</b>	<ul style="list-style-type: none"> <li>◆ Tracey and Siva Ananmalay Scholarship in Computer Science (2008)</li> <li>◆ Lester B. Pearson Scholarship (2008)</li> <li>◆ Harry H. Southam Scholarship (2007)</li> <li>◆ Gary S. Duck Scholarship in Science (2006)</li> <li>◆ Governor General Bronze Academic Medal (2006)</li> </ul>
<b>Extra-Curricular Activities</b>	<ul style="list-style-type: none"> <li>◆ Vice President External, Carleton Computer Science Society (2007-2008)</li> <li>◆ Ambassador, Canadian Undergraduate Technology Conference (01/2008)</li> <li>◆ Representative, Carleton Student Government (2007-2008)</li> <li>◆ Blogger, Carleton University (2006-2007)</li> </ul>
<b>Interests</b>	<ul style="list-style-type: none"> <li>◆ Extreme sports (i.e. white water rafting), adventure games, logic puzzles</li> </ul>

# Record of Grades

Paulina Masson

3<sup>rd</sup> year, Bachelor of Computer Science, Honours  
Carleton University, Ottawa, ON  
Software engineering stream, Co-op option  
Minor in Business

Cumulative Grade Point Average: 11.05/12.00  
Number of Academic (4 month) Terms Completed: 5  
Number of Work (4 month) Terms Completed: 3  
Graduation Date: 2011

<b>Course Number</b>	<b>Course Name</b>	<b>Letter Grade</b>
COMP 1402	Introduction to Systems Programming	A-
COMP 1405	Introduction to Object-Oriented Programming	A+
COMP 1406	Design and Implementation of Computer Applications	A
COMP 1805	Discrete Structures	A+
COMP 2003	Computer Organization	A-
MATH 1007	Elementary Calculus I	A+
MATH 1104	Linear Algebra for Engineering or Science	A+
BUSI 1001	Principles of Financial Accounting	A+
CHEM 1000	General Chemistry	A+
PSYC 1001	Introduction to Psychology I	A-
COMP 2404	Programming in C++	A+
COMP 2405	Internet Application programming	A
BUSI 1002	Management Accounting	A
PSYC 1002	Introduction to Psychology II	A
BUSI 2101	Introduction to Organizational Behaviour	A-
BUSI 2400	Introduction to Information Systems	A-
COMP 2402	Abstract Data Types and Algorithms	A
COMP 2805	Discrete Structures II	B+
COMP 3000	Operating Systems	A+
COMP 3005	Database Management Systems	A
COMP 3007	Programming Paradigms	A
ECON 1000	Intro Economics	(Summer 2009)