

# Ursula Sarracini

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## Professional Skills

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- Proficient in Java, JavaScript, HTML/CSS
- Able to write in C, C++, C#
- Bilingual – English and French written and verbal
- Enjoy working in a team scenario
- Strong communication skills, self-motivated and able to take initiative

## Education

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- Currently enrolled at York University in Computer Science Honors (BSc)

## Professional Experience

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*Desktop Firefox Engineer – Mozilla* 08/2015 – Present

- Currently working on building Activity Stream in Firefox using modern web technologies like Service Workers. Written in Javascript and HTML5.

*Desktop Firefox Engineer Intern – Mozilla* 05/2015 – 08/2015

- Worked on front-end JavaScript code, specifically working on the multi-process Firefox effort. Made Firefox's default newtab page run in multi-process.

*Software Developer – Augmented Reality Lab York University* 08/2013 – 05/2015

- Developed augmented reality applications, currently available for download on the Google Play Store.

*Oculus Rift Developer – Lassonde School of Engineering* 03/2014 – 07/2014

- Developed and designed an architectural virtual tour of York University's new Engineering building using the Oculus Rift.

*Software Developer – nD::StudioLab York University* 03/2014 – 08/2014

- Designed and developed interactive iOS applications using OpenFrameworks with Objective-C and compiled in Xcode.

*Head Delegate – CUSEC* 07/2014 – 07/2014

- Coordinating the involvement in the 2015 Canadian University Software Engineering Conference for York University.

## References

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- References available upon request