Ursula J'vlyn d'Ark

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514.443.4543
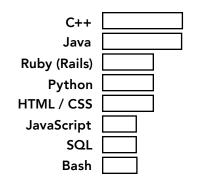jvlyndark.com
github.com/jvlyndark

PROFILE

Backend developer with experience in software engineering, algorithm optimization, real-time graphics rendering, and machine learning.

Versatile collaborator able to synthesize many perspectives due to a diverse background in entrepreneurship, multimedia design, and team leadership.

Creative nerd with a love of math, astrophysics, complex systems, and artificial intelligence.

SKILLS

{ PROGRAMMING }

- C++
- Java
- Ruby (Rails)
- Python
- HTML / CSS
- JavaScript
- SQL
- Bash

{ FRAMEWORKS / SOFTWARE }

- Agile/SCRUM
- Adobe Suite
- Flask
- Git
- GPT 3
- Linux
- Max/MSP
- MATLAB
- NumPy
- OpenGL
- OSC
- Pandas
- QT
- Rails
- TensorFlow
- Unity

LANGUAGES

English (Native)
French (Fluent)

PROFESSIONAL EXPERIENCE

Backend Developer / Research Assistant // June 2021 - Present
Spectulative Play, Concordia University
Lead software developer for two speculative design research projects
ChaBot: designing and training a GPT 3-powered chatbot model that uses NLP to perform Cognitive Behavioral Therapy in experimental settings
A2A: database management and matching algorithm design to engineer a user-focused and privacy-centred dating website in a South Asian context
Key Frameworks: Ruby on Rails, Python, SQL, JavaScript, GPT 3, Flask
Website: http://www.speculativeplay.com/

Backend Developer / Research Assistant // March 2021 - Oct 2021
XModal Labs, Hexagram Network
Backend software developer for AutonomX, an open-source software for artists using ML models to simulate dynamic, complex systems in real-time.
Key Frameworks: QT for C++, Git, OSC protocol, Agile/SCRUM
Github: https://github.com/Xmodal/autonomX
ISEA Publication: ISEA 2022 Full Paper

Artificial Intelligence Research Intern // Summer 2019
ConcordAI Montreal, in collaboration with Funartech
Member of research team integrating Google's DeepSpeech (AI) using TensorFlow into Unity Game Engine for augmented reality technology
Key Frameworks: TensorFlow, Unity, NumPy, Pandas

Multimedia Production & Consulting // 2014 - 2022
Technical Writer // LANDR Audio // 2017 - 2018

EDUCATION

B.Sc Computer Science // Concordia University // Montréal, QC
GPA: 3.74 // Graduated with Distinction
Awards: Scholarships for Excellence in Engineering (2021, 2022)

B.F.A Digital Media // Concordia University // Montréal, QC
GPA: 3.7 // Graduated with Distinction

ACS in Audio Technology // Vanier College // Montréal, QC

COMMUNITY ENGAGEMENT

Vice President, Board of Directors // Ada X Montréal // 2018 - Present
Conference Volunteer // NorthSec Security Conference // 2019 - Present
Live Audio Workshops // Centre Never Apart Montréal // 2018 - 2019