

YULIA OBSHANSKY

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EDUCATION

YORK UNIVERSITY

Bachelor of Science

Major in Honours Computer Science

Relevant Coursework: Data Analysis, Software Engineering & Design; Databases; Algorithms; User Interfaces; Advanced OOP

Awards: York University Entrance Scholarship (90-94%); Lassonde Entrance Scholarship (90%+)

Toronto, ON

Expected May 2027

WORK EXPERIENCE

HYDRO ONE

Technical Analyst Co-op

Markham, ON

May 2025 – Present

- Developed Python-based automation to support internal SaaS-style platforms, reducing manual reporting by 30–50%
- Designed dashboards and metrics pipelines using Dynatrace, Genesys Cloud and SAP BW/4HANA, improving visibility and data reliability by ~25%
- Designed the data pipeline architecture in team of 10 for a new product that scaled from 0 to 100,000 daily active users

PROJECTS

LEAF DRIFT - 3D GAME ENGINEERING PROJECT

Jul 2025

- Engineered 10+ modular gameplay systems in Unity using C#, enabling configurable physics, UI, and player interactions
- Applied object-oriented design patterns to improve code reuse and reduce feature implementation time by ~30%
- Built event-driven components supporting real-time interactions at 60+ FPS across multiple gameplay scenarios

YARNTRACK - MOBILE APPLICATION

Dec 2024

- Developed a cross-platform mobile app for tracking projects, reminders, and analytics, supporting 100+ active records
- Implemented full workflows with persistent storage and notification scheduling, reducing manual tracking effort by ~40%
- Designed a responsive UI with 20+ reusable components, improving maintainability and feature velocity

GRAPH-BASED RELATIONSHIP MAPPING API

Aug 2024

- Designed and implemented a production-style REST API managing 1,000+ graph nodes and relationships
- Improved query performance by 25% through optimized indexing, property-based queries, and dynamic updates
- Implemented shortest-path and traversal algorithms handling hundreds of queries per run, applying graph theory to real-world data models

COMPETITIONS

PANPAL BOT

Team Member at Ellehacks

Toronto, ON

Feb 2023

- Competed in a 3-day hackathon, building a Discord bot using OpenAI's GPT-3 API and Autocode.
- Developed bot functionalities to suggest recipes based on user-provided ingredients.
- Integrated bot with Discord using Python, enhancing user interaction with intuitive commands.

SAFER U APP DESIGN

Team Member at CS Hub Local Hack Day Hackathon

Toronto, ON

Jan 2023

- Competed in a 12-hour Hackathon and designed a safety app for York University using Figma for UI/UX design.
- Created an intuitive and a pleasing design that made our project user-friendly and easy to understand.
- Solved user problems, and improved the overall user experience, making it easy to navigate through the app.
- Awarded with the “The Best UI/UX Award” - The most outstanding user interface and user experience design.

ADDITIONAL

Technical Skills: Advanced in Java, C#, Python, SQL, Javascript, HTML/CSS; Proficient in MATLAB, Python

Frameworks & Tools: React, Node.js, Vue.js, SAP CAP, Fiori, Bootstrap, TailwindCSS

Databases: SQLite, PostgreSQL, Microsoft SQL Server

Concepts: REST APIs, Object-Oriented Design, Data Validation, Workflow Automation, Agile