

ZALIQA ROSLI

FRONTEND DEVELOPER | UX/UI DESIGNER

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LINKS

zaliqarosli.com
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EDUCATION

Microprogram in Web Design and User Interface (Dec 2024)

Concordia University,
Montreal, QC

- GPA: 4.3
- Courses: Visual Form & Communication, Introduction to Web Design, The Language of the Web
- Tools: Adobe Illustrator, Adobe Photoshop, Figma, Visual Studio Code

BSc Major Mathematics with Minor Concentration Economics

McGill University,
Montreal, QC

Visual Arts HL,
International
Baccalaureate Diploma
St Christopher's School,
Bahrain

SKILLS

Web & Programming

NextJS, Tailwind CSS,
React, Redux, TypeScript,
Javascript, jQuery, NodeJS,
HTML, CSS, PHP, SQL,
Python, Java, Bash, Perl, R,
Git, Github, Travis CI, Unit
Testing, RESTful APIs,
Webpack, composer

SUMMARY

A multiskilled developer and designer with 10 years experience building web products across the stack, specializing in frontend development and UX/UI design. I bring strong skills in React, API integration, and translating design principles into adaptive interfaces. My strengths include an attention to detail, an instinct to take initiative, and an ease collaborating in multidisciplinary teams. I am bubbly by nature, inquisitive, and enjoy problem-solving. Outside of work, I am an avid rock climber and enjoy doing the NYT Crossword. Following a fulfilling year of upskilling, I am eager to share my passion for visual communication and apply my knowledge in UX/UI in a design-focused frontend role that supports user-centred, purpose-driven work.

EXPERIENCE

Planned Career Break — Montreal, QC

Professional Development (Mar 2024 – Mar 2025)

- Took intentional break in employment to develop professional skills, gaining professional proficiency in French (Level 8 of the Québec Scale of French Proficiency Levels) and acquiring formal training in frontend development and UX/UI design
- Gained visual literacy and technical skills in Web and UI design from undertaking intensive program, prototyping web project [MTL BLOC LIST](#) in Figma and translating designs to code (vanilla HTML, CSS, and JS)
- Engaged in online self-learning of latest frontend technologies, applying techniques in creation of [portfolio website](#) (Next.js, Tailwind CSS)

McGill Centre for Integrative Neuroscience (MCIN), The Neuro — Montreal, QC

Senior Research Software Developer (Jun 2022 – Jan 2024)

- Developed and maintained web-accessible database for the [Canadian Open Parkinson Network](#) (C-OPN) by developing [LORIS](#), an open-source data and project management web application for research—yielding data release of Canada's largest Parkinson's disease cohort (1000+ participants) (JS, PHP, SQL)
- Implemented React data query tool to allow C-OPN members (300+ researchers) to visualize, export, and leverage data for research projects (50+)
- Automated data ingestion and processing pipeline via API integration and building, making new combined data accessible daily on a single platform
- Collaborated with stakeholders in cross-functional teams to design and deploy tools tailored to user needs, assisting users after going live with documentation, training, and technical support to ensure seamless adoption

Research Software Developer (Nov 2019 – Jun 2022)

- Led research projects in user-facing and project-managing role, such as for the [Quebec Parkinson Network](#) (QPN), coordinating with clients to define and develop technical solutions and deliver products meeting their operational needs

UX/UI

Responsive Design,
Accessibility, Cross-Browser Compatibility,
Information Architecture,
Wireframing, Prototyping,
Design Systems, Usability
Testing, User Research

Design Tools

Figma, Adobe Illustrator,
Adobe Photoshop, Sketch

Languages

- Native English
- Advanced Intermediate French
 - Engineering and Applied Sciences specialized course (Mar 2025)
Cégep Saint-Jean-sur-Richelieu, QC
 - Level 8 Francisation course (May 2024)
Centre William-Hingston, Montreal, QC
 - Level B2 TEF Québec Certificate (2016)

PUBLICATIONS

Standardizing Survey
Data Collection to
Enhance Reproducibility:
Development and
Comparative Evaluation
of the ReproSchema
Ecosystem
Journal of Medical Internet
Research (2025)

The C-BIG Repository: an
Institution-Level Open
Science Platform
Neuroinformatics (2021)

The LORIS
MyeliNeuroGene rare
disease database for
natural history studies
and clinical trial readiness
Orphanet Journal of Rare
Diseases (2021)

- Contributed neuroimaging data (100GB+) to C-BIG Repository, a web-accessible global open biobank (2000+ participants), by shell scripting batch data ingestion and implementing data chunking and streaming to handle large web downloads and data loading, respectively (Linux, Bash, Python, Perl, NoSQL)
- Managed GitHub repositories, planned tasks and roadmapping in GitHub Projects, and ran code deployment, monitoring, and maintenance
- Built a React application for QPN during the COVID-19 pandemic to allow them to remotely administer questionnaires and continue collecting data—then used in a study on the effects of confinement on people with Parkinson's
- Designed and developed a participant-centric React dashboard for QPN to enable research personnel to quickly view and determine a participant's status and position in the study timeline, expediting follow-up scheduling

Junior Software Developer (Nov 2017 – Nov 2019)

- Contributed to an existing version-controlled codebase via Git (on command-line), participated in code reviews, and collaborated regularly on GitHub to expedite merging of code with the LORIS software team (PHP, JS, TS, HTML, CSS)
- Improved usability, visual design, performance, and maintainability of LORIS' frontend as part of MCIN's UX/UI Special Interest Group, including updating template engine-generated user interface to React applications
- Updated unit and integration tests for Travis CI, wrote test plans for new features, and partook in rigorous rounds of usability testing for major releases
- Redesigned user interface for creating digital clinical research tools and designed their defining JSON schema to enhance research reproducibility by standardizing clinical data collection, collaborating with research team at MIT

Digital Media Academy — Montreal, QC

Lead Instructor (Jun 2015 – Aug 2016)

- Delivered courses on creative programming and app development, including object-oriented programming and game design, focusing on problem-solving and coding best practices (Java for Android, Swift for iOS)
- Fostered creativity and collaboration by guiding students from idea conception to execution through debugging, adhering to coding standards, and implementing project development

bearIT, Piron Ward Consulting — Montreal, QC

Usability Tester (May 2016 – Jul 2016)

- Enhanced UX/UI, through usability testing and actionable feedback, of client management software, collaborating with developers to improve features—resulting in faster, more accurate data entry and a more reliable database

Infinity House — Montreal, QC

Freelance Web Designer (Sep 2015 – May 2016)

- Designed and developed custom WordPress websites for clients by creating custom templates, managing plugins, and optimizing site performance
- Enhanced visual identity and aesthetic of websites by creating and implementing graphic designs and visual assets (Adobe Photoshop, Illustrator)