

Emily Pedersen

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Education

UC Berkeley Fall '18 - Spring '19
Candidate M.S. in Computer Science
emphasis in HCI
UC Berkeley Fall '14 - Spring '18
B.A. in Computer Science
B.A. in Cognitive Science

Awards

Cognitive Science Honors '18
Dean's Honors Fall '14

Coursework

Product Management (Spring 2018)
Interactive Data Visualization
UI Design and Development
Statistics/Data Science
Software Engineering
Efficient Algorithms
Artificial Intelligence
Data Structures

Skills

Web Development

JavaScript/D3 : HTML5 : CSS3

Programming

Python : Java : Android : C : C#

Interaction Design

Prototyping : Storyboarding

Visual Design

Illustrator : Tableau : Figma

Industry Experience

Mozilla

Summer 2017

Software Engineering Intern

- Developed web automation scripts for the Normandy Control Shield UI to aid continuous integration as part of the process improvement initiative.

Microsoft

Summer 2016

Explorer Software Engineering and Program Manager Intern

- [SWE] Designed & developed the "Footprint Manager" website, allowing MS partnered Wi-Fi providers to upload CSV files of hotspot data (a footprint).
- [PM] Led & coordinated Footprint Manager design & development phases.

UX Research Experience

Professor Marti Hearst Lab @ UC Berkeley

Spring 2017 : Present

Research Assistant

- Redesign the 'word cloud' into a 'word zone'. 'Word zones' categorize topics into spatial groups and use whitespace to distinguish between categories.
- Create experiment and conduct user studies to evaluate our design.

Teaching Experience

CS 160 HCI @ UC Berkeley

Fall 2017 : Present

Undergraduate Student Instructor TA

- Lead a weekly discussion section of 30 students.
- Hold office hours, and grade students' projects and exams.

CS 61B Data Structures @ UC Berkeley

Fall 2016 : Spring 2017

Undergraduate Student Tutor

- Led a weekly discussion section of 10 students.
- Assisted during office hours, and graded students' projects and exams.

Projects

UI Design - Android & Alexa Skill App

Java & JavaScript

- Designed and implemented an Android and Alexa skill application, named 'Acting Bud', aimed to help actors practice their lines for a play.

Software Engineering - Software as a Service App

Ruby & HTML/CSS

- Using the Agile development cycle, built a user-friendly educational [application](#) for a UC Berkeley Optometry Professor and his students.
- Won 'Most Technically Challenging' award by Google & Facebook judges.

Data Visualization - Tableau Dashboard

Tableau & HTML/CSS

- Created a [dashboard](#) for UCSF directors to evaluate the performance of the Delirium Reduction Initiative by providing key metrics and graphs.
- Conducted usability testing to evaluate prototype.
- Won 'Best UI Design' award from UCSF directors and classmates.