

Gwendolyn Payne

payne.gw@northeastern.edu • www.gwendolynpayne.com • www.linkedin.com/in/gwen-payne/

EDUCATION

Northeastern University | Boston, MA

Candidate for Bachelor's of Science in Computer Science

September 2019 - Present

May 2023

GPA: 3.60 / 4.00

Relevant Coursework: Fundamentals of Software Engineering | Human Computer Interaction | Algorithms and Data | Computer Systems | Object Oriented Design | Programming in C++ | Mathematics of Data Models | Calculus III

Activities: Peer2Peer Mentor | FirstByte | Girls Who Code x Walmart Grace Hopper Scholar

Agawam High School | Agawam, MA

September 2015 - May 2019

TECHNICAL KNOWLEDGE

Languages: Proficient: JavaScript, Java, C++, HTML, CSS, TypeScript, Racket, Python | **Familiar:** C, Assembly

IDEs: Visual Studio, Eclipse, PyCharm, IntelliJ | **Frameworks:** React.js, Django

PROJECTS

Pantry Pal | React.js | *HackMIT 2021 Submission*

September 2021

- Website that connects people who have items in their pantry they want to donate to food banks
- Designed and developed front-end complete with search bar, account setup process, and account information editing

Twitter Bot | JavaScript & JSON | *Personal Project*

May 2020

- Created a bot that will attempt to guess a user's astrological sign when the user mentions the bot's handle
- Worked with Twitter API to be able to access the real-time Twitter stream

EXPERIENCE

Full Stack Development Co-op | Willow

January 2021 - August 2021

JavaScript, TypeScript, React.js, Redux, Immutable

- Independently designed and developed a new homepage with an announcements systems, using React.js with JavaScript and TypeScript on the frontend and Django with Python to create announcement APIs on the backend
- Collaboratively implemented other features such as a document-sharing vault, video conference system, and self-serve financial courses on the frontend
- Received daily user feedback; providing support, debugging code in a large codebase, and implementing requests

Teaching Assistant | Khoury College of Computer Science

October 2020 - Present

- Ran a weekly lab with 40 students to give students the opportunity for extra practice with the Racket language
- Graded student homework and provided detailed feedback to improve the design and efficacy of code
- Hosted office hours twice a week to assist students with homework problems and discuss course topics

INTERESTS

Environmental science, unsolved mysteries, LGBTQ+ activism, Minecraft, information ethics