Alexandra Anthony

SUMMARY

UX/UI-focused product designer with a background in software engineering and engineering management, experienced translating user needs into intuitive, data-informed interfaces. Skilled in user research, prototyping, and cross-functional collaboration, with hands-on experience working in Agile environments alongside engineers and stakeholders to deliver usable, scalable digital solutions. Combines technical implementation knowledge with human-centered design to bridge design and development.

EDUCATION

Stevens Institute of Technology — Hoboken, NJ
Master of Engineering, Engineering Management *(In Progress)*
Expected May 2026 | Curr. GPA: 4.0

Bachelor of Engineering, Software Engineering
Minor: Computer Science | GPA: 3.5
Honors: Dean's List; Edwin A. Stevens Scholarship; Martha Bayard Stevens Scholarship

TECHNICAL SKILLS

- **Programming:** Python, Java, JavaScript, SQL,HTML,CSS
- **Data & Analytics:** Pandas, NumPy, scikit-learn, Excel, Data Visualization
- **Design & UX:** User Research, Wireframing, Prototyping, Interaction Design, Usability/Accessibility
- **Project & Dev Tools:** Agile/Scrum, Jira, Git, Documentation, Figma

EXPERIENCE

Florida International University — Miami, FL
Engineering Project Intern | May 2024 – Aug 2024
- Supported NSF-funded research on cuffless blood pressure monitoring through hardware prototyping, data analysis and analysis across engineering stakeholders, structured documentation, and task coordination.
- Developed and tested an Arduino-based prototype, ensuring reliable data capture and reproducible results.
- Analyzed experimental outcomes using Excel and visualizations to inform research decisions and stakeholder updates.
- Collaborated with a cross-functional team of engineers, contributing to risk communication and project planning.

Northeast Automotive — Bronx, NY
Assistant Manager | Jun 2019 – Aug 2021
- Streamlined accounting and invoicing processes using data analysis, reducing errors by 15%.
- Coordinated scheduling and customer communications, improving client satisfaction by 25%.
- Supported operational planning and documentation to improve internal workflow efficiency.

The Renaissance Child — Hoboken, NJ
Robotics Instructor | Sep 2023 – Jul 2024
- Designed and delivered age-appropriate robotics and programming curriculum, fostering early problem-solving and technical literacy.
- Communicated technical concepts clearly to non-technical audiences.

PROJECTS

EEG Translation System (Scrum Master) | Jan 2024 – May 2024
- Supported Agile delivery of an EEG-based product prototype by facilitating sprint planning, backlog prioritization, and cross-team communication.
- Contributed to integrating model outputs into an avatar-based command system.

NYC Real Estate Valuation Model | Jan 2024 – Present
- Led development of a machine learning model using NYC Open Data (2010–2023) to analyze property valuation trends.
- Built data ingestion pipelines, performed feature engineering, and evaluated model performance for decision support and policy analysis.

Shoreline Bespoke – Laguna Hybrid Drivetrain Prototype | Sep 2024 – May 2025
- Supported client-facing engineering decisions by coordinating trade studies, requirements alignment, and system-level documentation for a hybrid drivetrain prototype.
- Coordinated CAD, SysML diagrams, and client-facing documentation to translate technical results into actionable recommendations.