

Skye Bishop

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Portfolio skye-bishop.com

Currently based in Boston, MA
Open to relocation

EXPERIENCE

NORTHEASTERN UNIVERSITY

Oct 2018 - Present

Laser / 3D Print Monitor

- Perform 3D printing and laser cutting operations for students and staff while maintaining the equipment within the College of Art, Media, and Design's makerspace
- Design lecture plans and lead workshops on commonly used digital fabrication tools

TOAST

Jan - Jul 2021

Human Computer Interaction Engineer Co-op

- Implemented React.js components to enable new features for Order and Pay at the Table [OPT]
- Completed heuristic evaluation on the existing OPT experience and lead initiative to ensure basic quality of experience was maintained across the rapidly growing product
- Conducted user research and designed new user interface elements for OPT

CUSEUM

Apr - Jun 2020

Software Development Intern

- Developed conversational web interface as a prototype for a fully contactless ticketing kiosk in Vue
- Created Flutter proof-of-concept mobile app for detecting distances between devices using BLE

TOAST

Jan - Apr 2020

Software Engineer Co-op

- Added several features to the Toast Takeout v App to enhance the delivery experience
- Collaborated with various teams as part of COVID-19 expedited response, implementing features such as contactless delivery and curbside pickup for Toast Takeout
- Designed and implemented internal React.js web tool for configuring Toast Drop Points
- Added feature to existing Groovy web tool allowing restaurants to manage their digital presence
- Facilitated user research and investigated analytic data to aid in prioritizing the team's goals

CHEWY

Jan - Jun 2019

Software Engineer Co-op

- Created Ship Route Manager project [SRM] to reduce unnecessary work time spent on data input
- Designed SRM database schema in PostgreSQL, using Flyway to automate migrations
- Implemented SRM backend logic for excel parsing and data validation with Java and Spring
- Developed frontend interface for SRM as a Single Page Application using Vue.js
- Collaborated with senior UX designer to design wireframes for SRM

EDUCATION

NORTHEASTERN UNIVERSITY

Sept 2017 - May 2023

BS Computer Science / Media Arts, minor in Experience Design

Expected May 2022

MS Computer Science, concentration in Graphics

Expected May 2023

Honors: 3.7 / 4.0 GPA | Dean's List | PlusOne

KENT CAREER TECHNICAL CENTER

Sept 2016 - Jun 2017

Program: 3D Animation and Game Development

Activities: Skills USA - 3D Visualization and Animation (placed 2nd at state level)

SKILLS

Languages

JavaScript
HTML
CSS
Java
Swift
SQL
Dart
Kotlin
R
Processing

Frameworks + Tools

Vue.js
React.js
Git
WebGL
Three.js
Flutter
Travis CI
NativeScript
Spring

Software

Autodesk Maya
Autodesk 3DS Max
ZBrush
Substance Painter
Sketchup
MeshMixer

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Premiere
Adobe AfterEffects
InVision

INTERESTS

Augmented / Virtual Reality
Procedurally Generative Art
Video / Tabletop Games
Dance (Contemporary, Jazz)
Psychology