Catriona Anderson

FINAL YEAR STUDENT

Details

London
United Kingdom
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Links

LinkedIn

Jinx Zine Website

Skills

User Research Methodologies and Testing

Software Engineering

Graphical User Interface

Sound Design

Data Analysis

Prototyping Tools (Figma, Sketch)

Python (Programming Language)

Agile Methodology

Leadership

Arduino

Cascading Style Sheets (CSS)

Django Web Framework

HTML

JavaScript (Programming Language)

Profile

A final-year BSc (Eng) Creative Computing student at Queen Mary University of London with a strong foundation in technical development, design, and problem-solving. Throughout my degree, I have completed multiple projects, where I have been able to gain hands on experience of the creative and technical aspects of computing. I am currently seeking opportunities in the tech industry, including graduate roles, internships, and research positions, with a particular interest in HCI, UX research, Consultancy, and emerging technologies.

Employment History

Accenture UK Developer and Technology Virtual Experience Programme
APRIL 2024 — APRIL 2024

- Developed an end-to-end understanding of the Software Development Lifecycle and compared waterfall and agile methods.
- Researched emerging technology trends in DevOps.
- Designed a custom algorithm using pseudocode and flow diagrams. Debugged a Python program by fixing syntax and logic errors.

bp Digital Design & UX Job Simulation
APRIL 2024 — APRIL 2024

- Completed a job simulation focused on developing an app for the electric vehicle industry.
- Created user personas for research.
- Designed basic wire frames for a mobile app.
- Created prototypes using Figma for the app flow.

Bartender, Stonegate Group, Edinburgh
JUNE 2023 — PRESENT

- Managed key events taking place during peak periods - i.e. work events of 20+ people.
- Greeting customers and creating a welcoming atmosphere.
- Stock taking and ensuring a safe environment for customers.
- Supporting my colleagues and creating a welcoming workplace environment.

Education

BSc (Eng) Creative Computing, Queen Mary University of London, London
SEPTEMBER 2022 — JUNE 2025

- Relevant modules: **Final Year Project** (Intoxication Aware Interface), **User Experience Design**, **Web programming**, **Software Engineering Project**, **Design for Human Interaction**, **Sound Design**, G**raphical User Interface**, **Digital Media and Social Networks** , **Studio Practice Year 1**

Secondary School, George Heriot's School, Edinburgh
AUGUST 2016 — JUNE 2022

- Advanced Highers: Computer Science (A)
- Highers: 6 grade A including Computer Science, Maths, Sociology National 5s: 8, Grade A

Languages

English

Hobbies

Creative Writing & Zine Making
Singing & Piano
Running, Yoga & Pilates

Projects

Intoxication Aware Interface - Final Year Project
SEPTEMBER2024—MAY2025

- **Adaptive User Support:** Designed and developed an **aware phone interface** that adjusts user interactions based on **intoxication awareness** to aid intoxicated users.
- **Interface Development:** Built using **React Native, Expo, and Supabase-** , integrating **real-time data processing** to enhance user support and experience.
- **UX Research & Evaluation:** Applied **UX research methodologies** to assess usability and engagement, conducting user testing to refine adaptive interface features.
- **Digital Well-Being & Accessibility:** Focused on designing an interface that promotes **safer user interactions**, prioritizing **accessibility and harm reduction** in digital experiences.
- **Ongoing Development:** The project is **actively ongoing**, with further implementation and testing deadlines.

Software Engineering Project, 1st degree - Queen Mary University of London
JANUARY2024—APRIL2025

- **Leadership:** Led the development of *weCare*, a well-being app for FDMgroup, managing a team of 6, task allocations, and deadlines.
- **UI/UX Design:** Designed the prototype in Figma, enhancing user experience and interface aesthetics.
- **App Development:** Built the fitness and diet sections, ensuring a user friendly, aligned front-end and back end.
- **Presentation Skills:** Delivered the final product pitch to an FDMgroup recruiter, highlighting key features and impact on employee well-being.

Ethnographic Study on Hybrid Learning
JANUARY2025-MARCH2025

- **User Research:** Conducted **observations** of hybrid lectures, analysing student engagement, lecturer bias, and technology limitations.
- **Thematic Analysis:** Identified key patterns in participation gaps using qualitative coding.
- **Solution Design:** Outlined the design for a *Hybrid Presence Robot* concept to enhance participation, incorporating user-centred interaction features to improve user experience.

Extra-curricular activities

Jinx Zine, Independent Project, London
SEPTEMBER2024—PRESENT

- **Co-created and designed** an independent zine, combining **editorial design, storytelling, and media**.
- Developed a **fully responsive website** for Jinx Zine using HTML, CSS, JavaScript
- Managed **content creation and digital branding**, ensuring a cohesive visual identity across platforms