JACQUELINE MOORE

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EDUCATION

University of California, Davis, College of Engineeringand College of Letters and Science   **Davis, CA**
Biomedical Engineering (B.S.), English (B.A.)   *September 2017 - September 2021*
- **Specialization:** Literature, Criticism, and Theory
- **Relevant Courses:** Probability and Statistics, Neuroengineering, MATLAB, Intro to Programming (Python), Intro to Data Structures (Python) Bioinformatics, Electrical Circuits and Systems, Microcontroller Lab. British Romantic Literature, 18th Century British Novel, American Literature (1900-1945).

WORK EXPERIENCE

Study.com   **Mountain View, CA**
Research Assistant   *June 2021 – July 2021*
- Performed heuristic evaluation of the Study.com website to identify pain points in the user workflow.
- Informed product design iterations through concept mapping and brainstorming exercises.

InnovationAccess, UC Davis Office of Research   **Davis, CA**
Technology Transfer Intern   *January 2021 – March 2021*
- Conducted prior art searches for prospective patent applications submitted by UC Davis faculty and students.
- Composed freedom to operate analyses and non-confidential descriptions for patents held by UC Davis faculty.

Salesforce   **San Francisco, CA**
Technical Writing Intern   *June 2020 – September 2020*
- Drove the end to end production of a user help video that showcases the new Einstein Analytics dataset editor.
- Presented a proposal on best practices for maintaining the documentation team's communal demo software environments.
- Drafted a release note about an update to the Einstein Analytics dataset filtering tool using Perforce and Oxygen XML Editor.

The California Aggie   **Davis, CA**
Copy Editor   *November 2017 – February 2020*
- Proofread 25 articles per week in accordance with *The Aggie's* adaptation of the AP Style Guide
- Previously a reporter for the campus news desk, which involved composing one article per week about UC Davis events and faculty accomplishments.

Salesforce   **Davis, CA**
Technical Writing Intern   *June 2019– September 2019*
- Led the production of a module for a user-facing applet that explains key data analysis tools of Einstein Analytics.
- Aligned cross-functional partners from the product, engineering, and documentation teams to develop informational text, use cases, and design elements for the applet.
- Constructed a product roadmap to track applet deadlines and used a Kanban board to manage competing priorities for the applet.

Remote.it   **Davis, CA**
Technical Writing Intern   *June 2018– September 2018*
- Scripted and produced a video in collaboration with software engineering interns to help users implement a new bulk scripting tool.
- Composed user manuals about newly released product features for third-party developers.
- Partnered with software engineering interns to incorporate sample code into user help content to improve the product support experience.

LEADERSHIP & INVOLVEMENT

BioInnovation Group   **Davis, CA**
Project Manager, Microfluidics Team   *September 2019 – March 2021*
- Co-led a 10-person research team in constructing cost-efficient microfluidic controllers for RNA sequencing using 3D printing and PCB engineering technologies.
- Collaborated with teammates to design and build microfluidic chips with AutoCAD and UV exposure systems for low-cost photolithography.
- Drafted standard operating procedures for novel techniques for photolithography of PDMS.

Vice President, Outreach and Content Strategy   *March 2019 – October 2020*
- Redesigned and rebuilt the BioInnovation Group website using Squarespace, Figma, and HTML/CSS.
- Crafted digital newsletters using Figma and HTML/CSS and created written content for monthly newsletter releases. Each newsletter reached >500 UC Davis students, faculty, and community members.

AWARDS

Society for Technical Communication Alliance Competition
Award of Merit   *2019 – 2020*

SKILLS & INTERESTS

Languages: English (native speaker), Spanish (intermediate)
Programming/Markup Languages: Python, JavaScript (React), MATLAB, XML (DITA), HTML, CSS
Design Software: Figma, Adobe XD, SOLIDWORKS, AutoCAD
Interests: rock climbing, film noir, tennis, microfluidics, snowboarding, backpacking