Katrina Ashman

B.S. Computer Science (2027)

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Skills:

- Coding in computer languages: Python, Java, JavaScript, HTML, CSS, R
- Creating intricate app + website prototypes using both Figma and Figma Make
- Procreate + Filmora digital art and animations
- SCRUM and Trello experience from software engineering classes, university group projects, and high school classroom structure for group management
- Used OpenCV library to create an app for object detection, recognizing human facial features, and eye tracking

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Education:

High School Diploma, CodeRVA Regional High School: Class of 2023

- 2019 to 2023

Associate Degree in Computer Science, J. Sargeant Reynolds Community College: Class of 2023

- 2021 to 2023

B.S. in Computer Science, University of Virginia School of Engineering: Class of 2027

- 2023 to Present

Experience

Mozilla Firefox Internship (Nov 2022 - Jan 2023)

- Surveyed and conducted interviews to gather data on why users chose Firefox as their primary browser
- Designed pop-up “modals” to help new users learn about Firefox features using Canva and Procreate
- Implemented JSON for modal designs to keep the clean browser interface
- Used leadership experience and communication skills to motivate other members on the team to contribute their input to the project and modal designs

Project HUMAN (Oct 2023 - May 2024)

- During my first semester at UVA, I was part of a group of students selected by an HCI professor to observe human connection and interactions by participating in activities based on our interests, and reporting on how this affected our connection with other participants at the end of each day. We then designed a physical artifact that could help people communicate with one another regardless of location or background

Virginia Discovery Museum (Jan - May 2024)

- Worked with a team of students from an engineering class at UVA to design an interactive exhibit that could be put on display at the Virginia Discovery Museum in Charlottesville.
- Communicated with the museum client to ensure that our design met specifications and safety requirements for children between the ages of 3 and 6 years old.
- Learned to use woodworking tools, 3D modeling, and 3D printing to create product
- Stayed at the engineering lab past 11 PM with one other team member to troubleshoot and create backup parts out of wood for our project when all of the 3D printers stopped working

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Research

IEEE Pandemic Challenge (Mar 2020 - 2024)

- Used Python, OpenCV library, and Haar Cascades to track facial features on an image and eye tracking
- Learned about different machine learning methods for object detection, object detection, and parameterization
- Trained an ML model to find a more optimal way to track eyes on live footage