YOUR NAME

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OBJECTIVE

Seeking a full-time position in UI/UX product design or software development.

RELEVANT COURSEWORK

- Mobile & Ubiquitous Computing
- Interactive Products
- Human Factors in Design
- Computational Photography
- Video Game Design

SKILLS

- Programming Languages: Python, JavaScript, CSS/HTML, Java
- Development Tools: Git, React.js, Node.js, Enzyme
- Design Tools: Sketch, InVision, Figma, Adobe suite
- Processes: Agile Scrum, test-driven development, CI/CD, user-centered design
- Foreign Languages: Mandarin (native), Cantonese (native), German (conversational)

ACTIVITIES

- Alpha Xi Delta
- Autism Speaks
- Women at the College of Computing
- Design Club

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY

BS in Computer Science | Minor in Industrial Design
- Expected Graduation Date: December 2018
- Recipient of Hope, Zell Miller, and Tech Promise scholarships
- GPA: 3.49

EXPERIENCE

BIG NERD RANCH | Product (UI/UX) Design Intern
May 2018 – Present in Atlanta, GA

- Led the design of new features for a mobile app with over 100k active users
- Conducted user research and created high and low fidelity wireframes, user flows, and style guides for both native iOS and Android development
- Won 2nd place overall in company hackathon for helping design a receipt scanner app that utilized Google's ML kit

TENNIS CHAMPS CAPSTONE PROJECT | Product Designer & Developer
August 2017 – May 2018 in Atlanta, GA

- Built a cross-platform mobile app game for tennis players to improve their skills while off the court
- Collaborated face-to-face with a client, conducted user research, and crafted user stories and user flow
- Prototyped wireframes with Figma, developed with React Native and Node.js, and backed by Firebase

GODADDY | Software Engineer Intern
May – August 2016, May – August 2017 in Sunnyvale, CA

- Collaborated with an Agile Scrum team on GoCentral, Godaddy's website builder product
- Deployed essential widget features to the latest version of GoCentral, affecting over 1 million users worldwide
- Served as a front-end developer at GoDaddy's annual hackathon and used React, Node, and D3.js to create an interactive data visualization site for international revenue data points and outliers

PROJECTS

GEORGIA TECH AWARE HOME | UX Designer & Researcher
August – December 2017

- Prototyped and installed a smart mirror for elderly and disabled adults with medication reminders and scheduling features
- Built using an open-sourced Raspberry Pi library, a monitor, and a two-way mirror

ROTTEN TECHMATOES | Product Designer & Developer
January – May 2016

- Developed an Android app for Georgia Tech students to rate and review movies
- Created a use case diagram, a UML domain model, robustness diagrams, and user flow diagrams
- Designed and implemented the UI with XML, developed backend with Java