

# Louise Fraser

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<https://github.com/Louise3Fraser> | <https://louise3fraser.github.io/dev-portfolio>

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## EDUCATION

**Vanderbilt University**, Nashville, TN  
Bachelor of Computer Science, Psychology

May 2025

**Study Abroad:** University of Melbourne, Melbourne, Australia

February 2024 - July 2024

Enrolled for the semester at the University of Melbourne while participating in the CASA (Consortium for Advanced Studies Abroad) program focusing on indigenous studies and Melbourne history

**Relevant Coursework:** UX Design, Web-based System Architecture, Algorithms, Software Engineering, Operating Systems, Programming Languages, Artificial Intelligence, Machine Learning

## PROFESSIONAL EXPERIENCE

**hc1**, Indianapolis, IN

May 2023 - August 2023

*Software Engineer Summer Intern*

- Created a full stack React app for user management of 3Aware which allows users to edit, create, and delete users
- Utilized CAS endpoints, MUI library, and React Final Form and deployed to AWS using S3 and CloudFront
- Collaborated with team members at daily scrum meetings, contributing to effective planning and project communication

**LifeOmic**, Indianapolis, IN

June 2022 - August 2022

*Computer Science Summer Intern*

- Developed applets and translated code using React, JavaScript, Typescript, and Python for LifeOmic's Life Apps, contributing to a platform with 5 million mobile app downloads and over 300K monthly active users
- Created applet with APIs for searching physicians in a designated geographic region and providing physician information, finally testing code with unit and Cypress testing to ensure quality and reliable results

**'Dores Design**, Nashville, TN

September 2021 – Present

*Graphic Designer, Assistant Manager*

- Design posters, banners, fliers, logos, graphics, etc. for 200+ Vanderbilt Student Organizations
- Manage ongoing requests for graphic design projects throughout the year
- Conduct creative development meetings with Vanderbilt affiliated clients and administration

## PERSONAL PROJECTS

**CarShare**, Full Stack Application

May 2023 - Present

- Designed to reduce car trips and gas usage by providing an efficient and organized way for people to share a car
- App utilizes calendar React.js, API, MySQL database, and both frontend and backend development

**Mushroom Mayhem**, Unity Game

September 2022 - July 2023

- A Unity platform game in which the player controls a mushroom character and must complete various levels
- Hand drew 20+ custom sprites and level backgrounds using Procreate, Illustrator, and Photoshop

**Personal Portfolio Website**, Frontend Application

September 2022 - Present

- Utilizes React.js, JavaScript, and CSS to create a responsive and interactive user interface, incorporating graphic design experience and principles

## SKILLS & INTERESTS

- **Programming:** React, JavaScript, Python, HTML, CSS, C++, MySQL, Unity, AWS, Adobe Creative Suite, Procreate
- **Interests:** gym, art, cooking, hiking