

Sophie Neumann

github.com/soph-iest

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(619) 699-9903

Skills:

Strong: Native Android Development, Android Studio, R, Python, C, C#, CSS, HTML; JavaScript, and JS frameworks and tools including React, React Native, Redux, Next.js, Node, and Electron.

Experienced: Adobe Creative Suite, Amazon Web Services and AWS, TypeScript, Unity, Unix computing. Projects ranging from web UI design to back-end system and full-stack mobile app development.

Experience:

Web Development Intern - Code Chrysalis (June - September 2018)

- Overhauled company website, including designing and developing new pages, translating the site with i18next, and restructuring and refactoring to remove a problematic Redux implementation
- Coordinated effectively with a team of engineers to review changes, using Heroku pipelines and GitHub Issues to manage site improvement and deployment targets
- Identified bugs, and created acceptance criteria and user stories for new features

Presidential Scholar in Game Design - Tiltfactor Game Studio and Dartmouth College (Present)

- Spearheaded development of a correspondence bot for interaction with users, using machine learning algorithms, a recursive neural network, and natural language processing
- Regularly playtested games in development to provide UX feedback and improve them

Projects:

- **purpl:** a self-care and social app, with a MongoDB-based web server and API, and a fully-featured React Native mobile client
- **MuseumTour:** native Android app; proof of concept for using Bluetooth beacons for fast, precise indoor location tracking
- **Gender Neutralize:** Chrome extension to neutralize gendered language on the web.
- **Amazing:** Solves for the fastest path through a randomly-generated maze to bring noncommunicating avatars together, displayed on the command line interface

Education:

Aug. 2016 - Present

Dartmouth College

GPA: 3.62

Computer Science and Quantitative Social Science Majors, Japanese Minor

Relevant Coursework: Software Design and Implementation, Full-Stack Web Development, Smartphone Programming, Data Visualization, Object-Oriented Programming

Dartmouth Beginner 12-Hour Hackathon: 1st Place for developing an Android app for learning Japanese; self-taught Unity and C# to a practical level in a few hours of from-scratch development

Interests:

Fluent in Japanese. Board game lover, especially Risk and Settlers of Catan.

Ivy League eSports Conference board member & competitive League of Legends (Platinum) and Overwatch (Diamond) player. Wishes Sid Meier's Civilization 5 had a tabletop version.