KATHRYN R. DIPIPPO

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https://kathryndipippo.com https.//github.com/Pepper-Wood

Summary: Software developer specializing in full-stack development with a passion for front-end application design and implementation. Enthusiastic, dependable team player dedicated to streamlining processes. Strong project management and client communication skills.

EDUCATION

Rensselaer Polytechnic Institute, May 2017
B.S. Computer Science, Minor in Studio Arts

TECHNICAL SKILLS

Front-End Development: HTML5, CSS3, JavaScript, JQuery, JQueryUI, TaffyDB, Tabletop.js
Languages: Python, Java, C++, ASP.NET
Databases: MySQL, PostgreSQL,
Frameworks: Boostrap, Materialize
Methodology: MVC, OOP, Agile Methodologies
Prototype/Wireframe: Sketch
Version Control: Git, GitHub, BitBucket
Design: Photoshop, PaintToolSAI, Gimp, FireAlpaca

WORK EXPERIENCE

May 2017 – PRESENT, UNBOUND COMMERCE, WEB AND MOBILE APPLICATIONS DEVELOPER
Unbound Commerce builds tools to establish a mobile presence through mobile sites and apps for Yahoo Small Business merchants and Fortune 500 companies.

- Full-stack development and maintenance on mobile sites, most notably for Ashley Furniture and Restaurant Equippers. Main contributions included complete front-end implementation and mobile proxies of account pages

Summer 2016, TALLAN SUMMER SOFTWARE CONSULTANT INTERNSHIP, BOSTON, MA
Tallan provides technology and business process consulting services to enterprise and mid-sized companies

- Designed and implemented a layout customization feature in their Virtual Tour internal program, which will be deployed to various clients such as the Massachusetts Legislature and Delaware Legislature
- Maintained the Sessions, Hearings, and Special Events Video database at the Massachusetts State House

Summer 2014 AND 2015, MID-INFRARED TECHNOLOGIES FOR HEALTH AND THE ENVIRONMENT (MIRTHE) INTERNSHIP *Intern at Professor Claire Gmachl's optical laser laboratory at Princeton University*

- 2015: Redesigned and presented Python GUI to be used at clinical trials in diabetic facilities in 2015; presented abstract and poster entitled *"Python and GUI Implementation for Internal Optimization and Increased Usability of in vivo Glucose Sensing System"* in 2015. MIRTHE is an NSF Engineering Research Center at Princeton University and five partner universities
- 2014: Designed and Implemented Graphical User Interface (GUI) and performed statistical analyses using MatLab; Presented abstract and poster entitled *"Internal Mobilization of in vivo Glucose Sensing System"* at MIRTHE Summer Workshop Conference

OTHER EXPERIENCE

August 2015 – May 2017, COMPUTER SCIENCE 1 MENTOR
Assisted two 2-hour lab & office hour periods for Computer Science 1 for four semesters

Fall 2014, CALCULUS 1 MATH MENTOR
Hosted weekly quiz block classes for first year students taking Calculus

- Prepared and lead class for one hour each week; Gave and graded weekly quizzes and homework assignments
- Hosted office hours three times a week to answer calculus questions and offer college advice, 6 hours per week

PROJECTS

Adoptapedia (HTML, CSS, PHP, SQL, JavaScript): Designed and implemented a website that serves as a widely used online resource for character designers and artists. It consists of a MySQL database that updates itself daily, along with html pages to allow users to search and post to this resource. PHP is used to merge the front-end Html/CSS/JavaScript code with the PHP backend. I started this project in 2013 with Java and has since been rewritten into C++, Python, and its current form as a website. The application can be found live at http://adoptapedia.com/.

SooshARPG (HTML, CSS, JavaScript, TaffyDB.js): Designed and implemented a webpage that serves as a tracker for an online art- based roleplaying game for a character of mine. It uses a JSON database using TaffyDB.js along with JavaScript to generate helpful information, such as whether my character can craft recipes using ingredients in their inventory. Another feature is a Moderator Tools page, which contains helpful scripts for the game masters to quickly generate randomized outputs for daily character quests. The project will later be developed and released for others participating in the game with the aim of making the code easy to modify with little to no understanding of JavaScript or html. The application can be found live at http://www.kathryndipippo.com/SooshARPG/.

Tiberius the Line Follower (C): Assisted with programming a line following robot dubbed 'Tiberius" using a Pololu sensor and an Arduino microcontroller. He placed first in a competition against other line followers in the Introduction to Engineering Design class, completing the expert course in 19 seconds.

AWARDS AND RECOGNITIONS

Genericon Cover Art Contest Winner (2014, 2016, 2017); Code for Princeton Hackathon, 3rd Place (2015, see https://github.com/codeforprinceton/ptonCycle for the code's repository)
Rensselaer Leadership Award (2013-2017); Rensselaer RE:Design Scholarship Competition Winner (2013)

PROFESSIONAL MEMBERSHIPS AND ASSOCIATIONS

IEEE, Society of Women Engineers, Rensselaer Polytechnic Women's Mentor Program

VOLUNTEER AND EXTRACURRICULAR LEADERSHIP ACTIVITES

2014-2017, **ARTIST ALLEY COORDINATOR FOR GENERICON***,* Anime, Science-Fiction, and Gaming Convention at RPI
2015-2016, **SOCIAL CHAIR OF ARDA***,* RPI Themed Housing for the Rensselaer science fiction and anime association
2012, **GIRL SCOUT GOLD AWARD**
2002-2013, **ST. PAUL'S CHURCH, PRINCETON. NJ***:* Hand Bell Choir, Altar Server, Youth Group
2006-2012, **P*RINCETON PUBLIC LIBRARY, PRINCETON, NJ:*** Summer Reading Program; Teen Advisory Board