

# Quin Chapman

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## PROFESSIONAL EXPERIENCE

### Mobile Software Development Engineer II, Synchrony

Oct 2022 – Present | Remote

- Improving application efficiency for over 45,000 users by enhancing and refactoring 38% of code base
- Developing and maintaining core front-end features and data analytics to improve user tracking for the MySynchrony mobile app using Kotlin and Java
- Refining and implementing robust app architecture, API services, and complex user interfaces

### Junior Android Engineer, Synchrony

Mar 2021 – Sep 2022

- Collaborating with engineering and UX teams to ensure quality in all stages of agile software development process
- Implementing ADA compliant code to improve application accessibility for users utilizing screen readers

### Teaching Assistant, University of North Carolina at Charlotte

Sep 2020 – Dec 2020 | Charlotte, NC

- Mentored and oversaw 15+ first-year students and 50+ HCI students in the courses, Computing Professionals and Human-Centered Design respectively
- Planned and assessed goals, policies, and activities designed to assist and engage students in courses
- Provided feedback and grades on semester-long design project and advised students regarding educational and professional inquiries

### Quality Assurance Intern, iptiQ by Swiss Re

May 2020 – Aug 2020 | Armonk, NY

- Identified, developed, and implemented 80+ test plans, test cases, and test scripts in collaboration with senior test engineers
- Tested application UI to ensure functionality and adherence to design and business requirements
- Designed and launched training guide for onboarding agents prior to product launch

## PROJECTS

### Bellabeat Data Analysis Case Study

Jan 2023 – Feb 2023

- Utilized R to clean, transform, analyze, and visualize data regarding smart device usage
- Gained insight into how consumers use non-Bellabeat smart devices and provided high-level recommendations to company's marketing analytics team

### Human-Computer Interaction Undergraduate Research

Sep 2020 – Dec 2020

- Developed and executed user research assessing visual cues and their influence on assumptions, perceptions, and future actions within a university Makerspace
- Led survey investigations for pilot and official studies where data was collected and analyzed from 21 remote participants
- Collaborated with HCI faculty to establish the research strategy and requirements

## EDUCATION

### Computer Science, Human-Computer Interaction, University of North Carolina at Charlotte

Dec 2020 | Charlotte, NC

- Summa Cum Laude

## SKILLS

### Kotlin, XML, Java, HTML5/CSS3, R Programming

### Android Studio, Git, Jira, Confluence, Google Forms, Google Sheets/Excel, Qualtrics, Figma, Axure RP, RStudio Tools

### Survey Design, Literature Reviews, Data Analysis, Data Collection, Recruitment, Experiment Design, Data Visualizations Competencies

## LEADERSHIP

### Webmaster/Communications Chair, Girls Who Code

Mar 2020 – Dec 2020 | Charlotte, NC

- Strengthened use of technology to establish the foundation of the organization's operations and outreach
- Actively published and promoted organization's social and educational activities, including a prototype showcase to develop a website for the university's GWC chapter
- Initiated and maintained social media and records of correspondence for 13+ members

## CERTIFICATES

### Google Data Analytics Professional

January 2023