

# Abigail Paterson

Cognitive Science & Machine Learning BS

Computer Science and Visual Arts Minor

(925) 961-7132 • arpaterso@att.net • github.com/abster042

## Experience

### Undergraduate Researcher - UCSD ProtoLab

1/17 – 6/19

ProtoLab focuses on social computing and design in relation to real life design problems. I was responsible for working in teams that used user research, competitor analysis and other methods of design thinking to create new information architecture, user interfaces, and effective content for official websites. I learned efficient team collaboration, how to manage work between different stakeholders, user research protocol, and design principles.

### Social Media Intern – LabSmith Inc.

6/16 – 9/18

LabSmith is a microfluidics company that makes research products. I maintained their Facebook page, updated the products listings on their website, and assembled certain products. This position taught me new skills in business administration, and real world web management, and through coming back for 3 summers, how to work and develop with a business over time.

### Graphic Team Member – SEDS UCSD

2/17 – 2/19

UCSD Students for the exploration and development of space. This is a nationally recognized organization which is pioneering inexpensive, 3-D printed space exploration. I work for their business team as a graphics member. I help them design mission patches and put together posters and other promotional materials. I gained experience with Adobe Photoshop and Illustrator, and managing a small startup of sorts.

## Education

College GPA – 3.4

### Relevant Classes

- Supervised Machine Learning I
- User Interfaces
- Data Science in Practice
- Advanced Statistics and Probability
- Advanced Data Structures
- Brain Computer Interfaces
- Neurobiology of Cognition

### Notable Projects

- Statistical research project using machine learning to learn about the correlation between a county's racial demographics and infant mortality rates
- Designing a website using design methods, competitive analysis and user research
- Coding the game 2048 from scratch

## Technical Skills

- Programming in JAVA (4 years)
- Programming in Python (2.5 years)
- Programming in C++ (2 years)
- HTML/CSS (1 year)
- Adobe Photoshop and Illustrator
- UML
- Design methods
- User Research