

Annabel Consilvio

Designer & Frontend Developer

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I love thinking about and solving big problems and am particularly interested in how I can have a positive impact through building communities, improving education, and engaging people in politics. I'm passionate about user experience and research, data visualization, and front-end development.

Work

HubSpot - Aug 2018 - Present

Software Engineer | Dublin, Ireland

Working on a small front-end team creating tools that allow businesses to survey their customers using React/Redux, Sass, Selenium testing, and Pug/Jade. Company focus on continuous deployment, internationalization, and individual ownership of features.

Spotify - Summer 2017

Frontend Engineering Intern | NYC

Worked on data visualization and web development for the Spotify for Artists platform using React/Redux, D3.js, and Jest for testing.

IBM Design - Summer 2016

Front End Developer | Austin, TX

Worked on a team of 5 on an internal product for IBM Design. Used Node, Angular, ES6/7 components, Slack API, and Flexbox to create a functional, beta-tested webapp.

Education

Olin College of Engineering

BS in Engineering

Software Product Design

Boston, MA Class of 2018

Technical

Javascript (es6)

React.js / Redux

D3.js

Selenium Testing

Jest Testing

HTML5 / CSS / Sass

Git

Design

UX Design

User Research/Interviews

Adobe Creative Suite

Invision

Figma

Project Management

Projects

Shifting Rhythms - Fall 2017 - Spring 2018

Worked on a team of 8 over the course of a year to help develop and run a mobile education program in Coahoma County, MS, which was aimed at exposing underserved youth in the area to entrepreneurship, technology, and arts curriculum. Worked in curriculum design and development, trailer/workshop space design, and community development.

Return Design - Fall 2017

Part of a graphic design studio working for free for non-profits. In Illustrator and Photoshop, I created a logo and community campaign for an organization at Olin College and contributed to data visualizations for sustainable fishermen.

We Do - Fall 2016

Worked on a team of 5 to design and user-test a mobile app that helps make wedding planning less stressful and more enjoyable for couples. Testing mockups created in Adobe Illustrator, Figma, and Invision.

Share a Spoon with Meghan - Spring 2016

Designed a game experience for Meghan, a 26-year-old woman with daily refractory epilepsy, based on her love of music and her favorite spoon. We used Makey-Makeys for fast development, and the project won 3rd place at the one day hackathon ATHack at MIT.

The Food Source - Spring 2016

Worked with local Massachusetts farmers over a semester to find pain-points in their day-to-day lives. We produced a multifaceted awareness campaign about the benefits and availability of local, organic food.