Annabel Consilvio
Developer & Designer

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Education

Olin College of Engineering
BS in Engineering
Software Product Design
Boston, MA Class of 2018
GPA 3.86

Work

Spotify · *Summer 2017*
Frontend Engineering Intern | NYC
Worked on data vizualization and web development for the Spotify for Artists platform using React/Redux, D3.js, and Jest for testing.

Practice Portal · *January 2017*
Web Development | Worcester, MA
Built a web-app prototype for an early-stage startup focused on making music practice sessions available to anyone. Built in Angular, Node, and Flexbox and deployed on Heroku.

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.

Languages

Javascript
Angular.js
React.js / Redux
Node.js
D3.js
HTML5/CSS
Sass
Flexbox
Python
Basic Italian

Skills

Adobe Creative Suite
Figma
Invision
Design Research
User Experience
User Research
Collaboration
Ideation
Systems Integration

Projects

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. Created in Adobe Illustrator, Figma, and Invision.

Spring Initiative Web App · *Spring 2016*
Developed full-stack javascript web application for student mangement for an afterschool program in Clarksdale, MS. Created with Node, Angular, nvD3, Sass, MongoDB, and Bootstrap.

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 availablity of local, organic food.

ASL Translating Gloves · *Spring 2016*
Designed and developed a glove that interprets ASL into text using an arduino, 3D printer, and other sensors. I worked as a the team manager and software lead (Arduino C) ,and I helped with the electronics (flex sensors, accelerometer, etc).

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.