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| Objective My goal is to make tech more accessible. I hope to strengthen my management and programming skills and work with a team to prepare me for the industry. Skills *I am…*   * Organized * A good communicator * A fast learner   *I can use…*   * Microsoft Office * Google Drive * Dropbox * Adobe Suite   … and I know Java, Javascript, HTML/CSS + Bootstrap fluently, and some jQuery.  *I am also…*   * Fluent in Russian, proficient in French * A concert photographer * A freelance web designer * Interested in program/project management positions | Experiencealina osaulasophomore - university of washingtoninstructor • Codenow • oct 2017 After completing the CodeNow level 1 and 2 curriculum, I was asked to come back to help teach the workshop. I taught 6 students basic web programming and design using HTML/CSS and javascript. Fellow • Codenow • summer 2017 CodeNow tasked me with brainstorming and creating a solution to increase their community outreach. I built ProjectOp, a website that helps educate people about resources inequality in some places around the US. I used HTML/CSS and some Bootstrap. *Preview available at projectop.neocities.org* Codenow workshop • 2016 For two weekends, I learned how to use Ruby and practiced coding logic with simple games like hangman and tic tac toe. Girls who code summer immersion program • 2015 For 7 weeks I coded alongside 20 other girls and learned concepts from Scratch to jQuery. My final project was a website about the 2016 presidential candidates. *Preview available at 27jasmine27.github.io/The-Campaign-Game* EducationSophomore • Uw bothell • sept 2016 - I am an Interactive Media Design Major with a focus in user interface and experience (UI/UX). My goal is to eventually use my skills to tackle coding resource and program inequality around the country, and make STEM more accessible to everyone. Volunteer Experience or LeadershipGirls who code club • 2015-2016 Helped facilitate the GWC after-school club at my high school. I worked alongside mentors from Microsoft and participated in the curriculum, which lasted almost the entire school year. We built small projects, worked with robots/Arduino and worked on back-end development. |