# Amy Mathews

UC Berkeley Electrical Engineering and Computer Science student with a passion for tech innovation and design. Interested in Product Management, UX design, and SWE. Eager to learn and apply skills to tackle real-world challenges.


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## Education

December 2023
**University Of California Berkeley**
BS Electrical Engineering and Computer Sciences

## Relevant Course Work

CS61B (Data Structures), CS61C (Machine Structures), CS 186 (Data Structures), CS 161 (Computer Security), CS 188 (Artificial Intelligence)
ENGIN 183 D(Product Management), ENGIN 125 (Ethics in Engineering)

## Tools:

**Software:** Adobe Illustrator, Figma, Qualtrics, Miro, Maxqda, Gsuite, Canva, Jira
**Languages:** Java, C++, Python, JavaScript (React.js), HTML/CSS, SQL ( MySQL), Latex

## Skills:

- Creative thinking, Adaptive
- Good communicator
- Algorithmic Auditing
- Problem Analysis & Resolution
- Interviewing
- Resource Management
- Design and Planning

## Achievements:

SACNAS National Diversity in STEM (NDiSTEM) [Society for the Advancement of Chicanos/Hispanics and Native Americans]:

Presented my research and had it reviewed by professionals across America. Won best poster and presentation in Computer and Information Sciences at the SACNAS 2021 conference. Was recognized for research findings and presentation Skills among 870 total presenters.

## Experience:

### Developer/Designer Tech of One's Own Labs (TO3), UC Berkeley
### June. 2022 – Present

- Conducted research in Human-Computer Interaction, focused on helping individuals who had been subjected to online harm understand what had happened and the principles of restorative justice.
- Collaborated with a mentor to devise a system to carry out the experiment, using Miro, Qualtrics, HTML/CSS, JavaScript, PHP, and MySQL.
- Analyzed data from over 80 participants and conducted interviews with approximately 30 people as part of the study, developing a back-end database service in PHP and MySQL and incorporating a front-end UI to enable future changes.
- Currently have a Sig CHI paper in review, highlighting the findings of the study and potential implications for the field of Human-Computer Interaction.

### ENGIN 183D - SmartReflection Product Manager UC Berkeley
### Jan 2023 – May 2023

- As the product manager for a class project called SmartReflection, I conceptualized and designed an AI sizing mirror that achieved a 95% satisfaction rate among testers, using Figma to create a high-fidelity prototype of the product's user interface.
- Conducted extensive market research and user testing, which informed the development of the product's features and functionalities.
- Developed and presented go-to-market strategies that were feasible, viable, and desirable, resulting in a projected market penetration of 10% within the first year of launch.
- Pitched the SmartReflection concept to venture capitalists, receiving positive feedback and encouraging comments from several investors.
- Developed valuable skills in product development, user research, stakeholder management, agile scrum methodologies, project management, and collaboration.

### TTE REU Research Internship Program, UC Berkeley
### June 2021 – Aug 2021

- Conducted a study on the impact of the hyper-personalizing effect of Instagram's algorithm.
- Gathered data using algorithmic auditing and web-scraping techniques, and employed tools such as Python and Optical Character Recognition Scanners to conduct qualitative and quantitative data analysis.
- Foundings from the study led to winning an award at SACNAS, highlighting the potential impact and relevance of the research in the field of data science and social media platforms.