ANNEBELLE OLMINKHOF

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EDUCATION

BSc Psychology & Technology, Eindhoven University of Technology   Expected July 2022
Relevant Coursework: Data Mining, Foundations of Computing, Statistics

SKILLS

Languages	Python, Java, Ruby, HTML, CSS, JavaScript
Technologies	Excel, Git, Heroku, Flask, Sinatra, APIs
Soft skills	Communication, Teamwork, Leadership, Teaching

EXPERIENCE

Treasurer   Jul 2019 - Jun 2020
Cosmos - the International Student Association   *Eindhoven, The Netherlands*

- Optimized 100 board, committee, and general member meetings by thoroughly reformatting financial overviews using Excel and maintaining one central place to view all funds available.
- Funneled payments for events by implementing a new ticketing system that utilized the association's primary payment tool, increasing efficiency, satisfaction and usability for administrators and event attendees.
- Created an announcement channel, streamlining communication as the primary source of contact between the board and its 200 active members.
- Advised university staff members on internationalization and inclusion, especially through the start of the COVID-19 pandemic, as the only representative on the student advisory organ for the international student body.

Code Coach   Jun 2018 - Aug 2019
theCoderSchool   *Irvine, CA, United States*

- Led instruction for students 13-18 years of age using engaging modern tools to teach web development and computer programming, such as repl.it and trinket.io.
- Introduced drag-and-drop programming using Scratch to students 7-12 years of age through fun projects.

Instructor Assistant   Jun 2017
Kode with Klossy   *Los Angeles, CA, United States*

- Assisted the day-to-day tasks of running the summer camp, including set-up, clean-up, and offering a helping hand to groups having trouble with their code.
- Fostered a supportive all-female learning environment by emphasizing the importance of encouraging others and taking breaks in between.

PROJECTS

Eye Movement Visualization Tool. Generates visualizations on metro maps using eye movement data, made for a course final project. Received an 8 on the tool. [Python]

Calm VR. Presents calm experiences for the user via a web-based virtual reality interface. [HTML/JavaScript]

Music Discovery. Suggests new music from SoundCloud's database based on music genre. [Ruby]

VOLUNTEERING

Mentor, Technovation Challenge: Mentored a team of 4 from California competing in the Junior Division for the 2019 Technovation Challenge.
Student Production Team, Saddleback Church: Led a crew of 15 high school students and mentored them in learning how to use camera and graphics equipment.