

ANNETTE IBARRA

PROGRAMMER & UX/UI DESIGNER

Recent graduate in the field of Computer Science and Mathematics. A self-motivated and creative team player with a passion for analytics and the ability to learn quickly. Aiming to find a professional position to both advance and contribute skills as a programmer, designer, and problem solver.

SKILLS

- **Programming:** Java, JavaScript, HTML, CSS, Haskell, Prolog, Assembly
- **Frameworks:** Angular, Express, React, Bootstrap, MySQL, MongoDB
- **Software:** Atom, Eclipse, Android Studio
- **Other:** MEAN Stack, Agile Development, JQuery, Arduino, UX Design Lifecycle, Conversational Spanish, Market Research, Social Media, Customer Service

CONTACT

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EDUCATION

Aug 2014 - May 2018

UNIVERSITY OF PUGET SOUND GPA 3.24

Bachelor of Science in Computer Science
Minor in Mathematics

Jan 2017 - May 2017

AQUINCUM INSTITUTE OF TECHNOLOGY

Semester abroad in Budapest, Hungary
Affiliate of Budapest University of Technology & Economics

EXPERIENCE

May 2016 - Present

MOVIDA24 GLOBAL
CONSULTING HUB

TECHNOLOGY & PROGRAMMING INTERN

Prepare presentations for clients and maintain good communication with colleagues while working on:

- **Marketing Automation:** integration with CRM softwares
- **UX Design:** creating consumer decision journey, prototyping, usability testing
- **Market research,** social media upkeep (generating posts that will gain traction)

Aug 2017 - May 2018

UNIVERSITY OF PUGET
SOUND

**MATHEMATICS & COMPUTER SCIENCE
ASSISTANT**

Assessed the work of students, provided feedback on homework assignments for introductory mathematics and computer science courses

PROJECTS

Jan 2018 - Present

SELF-MANAGED PROJECT

RANDOM DESIGN GENERATOR

Designing, creating, and programming an original Java based application. Application will randomly generate designs using a collection of shapes and colors.

Jan 2018 - May 2018

CAPSTONE PROJECT

MAKERSPACE TUTORIAL

Created a 'Laundry Assistant' device and documented the process into a comprehensive tutorial for the UPS Makerspace that students can replicate to familiarize themselves with the available technologies

Jan 2017 - May 2017

GROUP PROJECT

CRAVE - UX DESIGN

Created a prototype for an iOS mobile application aiming to provide recipes to people who enjoy cooking but need guidance on what to make based on what they are craving. Went through each stage of UX Design, from ideate to refining the prototype after conducting multiple usability tests.

Apr 2017 - May 2017

GROUP PROJECT

'iDoodle' - FIREBASE APPLICATION

Served as assistant software developer, used firebase on the Android platform to create a multi-player mobile version of Pictionary. Main focuses of this project include:

- Multiple activities (Login, Register, Lobby, Game)
- RecyclerView, CustomView
- Firebase database

ASSOCIATIONS

Aug 2017 - May 2018

VOLUNTEER, CLUB MEMBER

BETA CODERS

Volunteered weekly at Lincoln High School during my senior year, assisted in teaching students the basics of coding using code.org, working mostly with HTML/CSS and Java

Aug 2017 - May 2018

STUDENT DJ

KUPS 90.1FM "THE SOUND" TACOMA

Became actively involved in the student radio station during my senior year where my friend and I had a weekly show called "Holy Heartbreak!". As a team we strategized ways to maintain dedicated listeners and attract new listeners