

Annie Xia

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Education

UNIVERSITY OF WASHINGTON | 2017 -2021

Paul G. Allen School of Computer Science & Engineering
Computer Science B.S.

RELEVANT COURSEWORK:

- Software Design
- Data Structures
- Algorithms
- Systems Programming

Experience

WEB DEVELOPER | SEATTLE GIVECAMP

OCT 2019 – PRESENT

- Worked with Seattle nonprofits to program and design websites and applications to better accommodate their needs
- Used Wordpress, CSS, and plugins to organize content to create a website for a bunny shelter, Special Bunny, to spread information on bunny adoption, health, special needs, supplies, and care

STUDENT ASSISTANT | UW FIRST YEAR PROGRAMS

SEPT 2018 – PRESENT

- Provided services and assistance to first-year students for orientation, class registration, and first-year interest groups
- Acted as the point of contact between students, staff, and various other university offices such as financial aid, advising, and career counseling
- Managed and updated the UW First Year Programs' website using ProcessWire
- Trained Dawg Daze Leaders to manage touring students, interact with students, and coordinate events

INFORMATION TECHNOLOGY INTERN | PACIFIC SCIENCE CENTER

JUN 2018 – SEPT 2018

- Refactored out-of-date and broken code for one of the Pacific Science Center's exhibits
- Created write-ups in order to better understand our problem and process
- Resolved game exhibit crashing with partner
- Created a design document and follow up procedure for if the exhibit crashes in the future

Projects

EXPERIENCE MUSEUM PROJECT | USER-CENTERED DESIGN

JAN 2019 – MAR 2019

- Went through iterations of design and testing to create prototypes and wireframe mockups of a tablet, stylus, and application called Experience Museum Project to be used throughout the Seattle Art Museum
- Collaborated on user research, competitive analysis on existing methods, usability testing, user scenarios, journey maps, and information architecture.

CAMPUS MAPS | SOFTWARE DESIGN

MAR 2019 – JUN 2019

- Created a web application that finds the fastest path between two university buildings
- Implemented Dijkstra's Algorithm in Java for the path-finding and wrote the user interface in JavaScript/React

Skills

PROCESS

User-Centered Design
Prototyping
Usability Testing
User Research

LANGUAGES

Java
C/C++
Python
C#

WEB

HTML/CSS
JavaScript
React
WordPress
ProcessWire

TECHNOLOGY

Linux
Gitlab
Adobe Illustrator
Tableau
Autodesk Maya

References

Available upon request