

ANDREA SHULMAN

Shifting the focus to **users** through
empathy and **communication**.

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EDUCATION

Stanford University

Expected Graduation 2020

Major Symbolic Systems (BS)

Minor Human-Computer Interaction

GPA 3.5

LEADERSHIP

Junior Fellow

Brainstorm at Stanford

September 2017 – Present

Resident Assistant

Stanford Residential Education

September 2018 – Present

Trip Leader

Stanford Outdoor Education

September 2017 – Present

Social Media Chair

Stanford Mental Health Outreach

September 2017 – Present

Fellow

Rewriting the Code

2016 – Present

RELEVANT COURSEWORK

Intro to Human-Computer
Interaction Design

Design Impact Master's Project

Cognition in Interaction Design

Web Applications

Computer Organization and
Systems

DESIGN & WORK EXPERIENCE

User Experience Design Intern

Affect Mental Healthcare

Winter 2019

Independent design project exploring the mental illness support network; to be contributed to developing a startup.

Design Team Member

Code Coral (Stanford Master's Group)

Winter 2019

Iterating on prototypes of solutions to mitigate physician burnout under David Kelley; have both team and individual responsibilities.

RFID Implementation Intern

Johnson Controls / Sensormatic

Summer 2018

Explored many roles including pair-programming with computer vision for fire exits, RFID testing, and designing retail solutions.

Research Assistant

Computation and Cognition Lab (Stanford)

Spring / Summer 2017

Programmed and designed online (MTurk) experiments, essentially HTML/JS games, to study when people generalize.

Research Assistant

Psychiatry Department (Stanford)

Winter / Spring 2017

Designed material for a novel online eating disorder rehabilitation program with a diverse team {Published}.

SKILLS

Design

Rapid Prototyping Wireframing (Figma/InVision) User Flows

Programming

C++ C Javascript Python Java HTML/CSS