

experience

Software Engineer | AT&T

St. Louis, MO | Jun 2018 - July 2023

Technology Development Program Intern | AT&T

St. Louis, MO | Jun 2017 - Aug 2017

Research & Development Computer Engineering Intern | Medtronic plc

Minneapolis, MN | Jun 2016 - Aug 2016

Computer Science Teaching Assistant | Washington University

St. Louis, MO | Aug 2015 - May 2018

Earth and Sciences Research Assistant | Washington University

St. Louis, MO | Sep 2014 - May 2016

skills

Software Development

Angular JS | Javascript | Python | HTML
CSS | React | Java | Arduino | C | C# |
C++ | XML XSLT

Design Software

Clip Studio Paint | Photoshop
Illustrator | Office 365

education

Computer Engineering

BS & Minor in Design
Washington University in St. Louis

design

- **Owned messaging app user interface redesign** to streamline user experience for both mobile and desktop. Collaborated with design team of 12-15 over 2 years; **impacted 500K internal users at AT&T**

- **Generated mockups and prototypes** in Photoshop for 15+ new and revised app features for an agile working environment
- **Focused on scalability, security, performance, and usability**
- Developed user questionnaires, integrated friction solutions into chatbot API, creating user-facing chatbots to address key functions
- Created splash screen, menus, and iconographic assets for chatbots, **establishing unified design standard**
- **Spearheaded accessibility efforts** to ensure WCAG compliance in-app, designing for colorblind users and screen readers

tech proficiency

- Advanced user: **5+ years' experience with Javascript-based front-end development**, 6+ years' experience with Photoshop, Illustrator, Clip Studio Paint
- Intermediate experience with data structures, algorithms, and design patterns
- Experience with **Git source control and agile project management** tools (Jira and Azure). Created user stories in Jira for proposed features
- Migrated legacy Application from Angular 4 to Angular 12, working directly with user feedback to develop new features

communication

- **Led weekly design discussions series**, introducing UI/UX practices and proposing new and improved features to senior developers
- Local chapter **board member of LGBTQ+ resource group**, approving funds for pride events and spreading awareness in diversity and inclusion events
- **Frequent pair programmer**, working alongside both experienced and inexperienced developers, collaborating on feature design and bug fixes
- Mentored and supported 100+ students in Computer Science course