Ayana Griffin

Stanford, CA | Portfolio | GitHub | LinkedIn

EDUCATION

Stanford University   **Expected: June 2026**

B.S. Symbolic Systems (Human-Centered AI), M.S. Computer Science (Human-Computer Interaction)   *Stanford, CA*

- **GPA: 4.05/4.0**
- **Activities:** Resident Assistant for freshmen, Society of Black Scientists & Engineers Chair, Peer educator, course development assistant for 10+ instructors each year educating instructors on AI best-practices

TECHNOLOGIES AND SKILLS

- **Technologies:** Jira, Miro, Asana, Figma, Canva, Python, R, SQL, Java, JavaScript, C#, C++, Swift, React
- **Skills:** User research, data analysis, roadmapping, UX collaboration

WORK EXPERIENCE

Microsoft   **June 2022 – Sept. 2024**

2-time Software Engineering intern, 1-time Project Management intern   *Redmond, WA*

- Authored R scripts and Python notebooks to preprocess and clean large telemetry exports (~50,000+ rows), generating reproducible datasets that informed AI-powered content-creation tools.
- Developed visualizations and summary tables to highlight usage trends and performance metrics; collaborated with product managers to integrate findings into reports.
- Led weekly check-ins with engineering, UX research, and product teams to prioritize features and track dependencies; ensured safe-AI best practices by incorporating feedback representatives.
- Owned end-to-end feature rollouts and hosted focus groups with 20+ internal stakeholder groups to validate prototypes against accessibility and inclusion goals.

Black Girls CODE and Curious Cardinals   **October 2020 – Present**

Teacher, hackathon mentor, computer science curriculum developer   *Remote*

- Lead and teach deep-dive coding and web development projects, workshops, and five-week classes to 60+ elementary, middle, and high school students using custom curriculum in Python, JavaScript, and HTML/CSS.
- Mentor students through the processes of ideating and programming 3-6 month passion projects and hackathons.

PROJECTS AND RESEARCH EXPERIENCE

StudyBud mobile app

- Led research, design, and full-stack development of StudyBud, a Swift-based study app empowering women with ADHD; defined MVP through insights from 30+ user and expert interviews.
- Built Supabase SQL pipelines to clean and aggregate anonymized session data, visualizing focus retention trends with pandas and Matplotlib to guide feature iteration.
- Directed a team of 4 (2 designers, 2 developers) using agile sprints, documentation systems, and progress reviews with faculty advisors.

Computers2Kids mobile app

- Automated Computers2Kids San Diego's process of getting laptops to students from low-income backgrounds by developing an Android and iOS app using React Native, Node.js, Express.js, Salesforce, and Heroku.
- Developed 5+ features including applying for and ordering a laptop, requesting tech assistance, and tracking order status, helping the organization expand its reach from southern California to a national audience.

Show & Tell mobile/tablet app

- Co-designing and developing a video-teaching social media platform where K–5 children create explainer videos for family members; features AI-guided scaffolding and editing.
- Conducted over 20 observational interviews with families to identify pain points in home–school technology use; synthesized findings into user personas and wireframes.