Alana Zakroczemski

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WORK EXPERIENCE

Urchin Systems, UX/UI Developer & Webmaster — *Mar 2018 - Present* — urchinsys.com
- Working part time with a team of Software Developers in Moldova to produce an unemployment tax management software for a client, specifically on the support side with Zendesk integration in creating chat features & an email bot for FAQ
- Experience in creating wireframes and prototypes in InVision, developing the company's and client's sites hosted on Wordpress, in contributing to the front-end of client software using Angular & Node.js, and communicating with the client as their webmaster

Sesame Workshop, Web Development Intern — *June 2017 - Aug 2017 ->*
             Photographer Mentee — *June 2018 - Present* — sesameworkshop.org
- Created a memory game making engine for other employees to create over one hundred customized memory games for Sesame Street English courseware using Javascript (sesamestreetenglish.com)
- Worked with a small team in making a social media site for clinics in Japan using a PHP framework, Laravel, and MySQL
- Continued the following summer to work with one of their creative directors, Louis Mitchell, as a photography mentee and assisted at numerous Sesame Street shoots

ACADEMIC EXPERIENCE

University of Rochester, User Experience Research Assistant — *Jan 2019 - Present*
- Started a position with the Human-Computer Interaction Department and Optical Engineering Department at the University of Rochester in contributing to their ongoing project 'Hyperion', a mixed reality user experience for optical design computation and visualization
- Conducting research in 3D manipulation and spacial cognition in transitioning the current application platform from Oculus (VR) to HoloLens (AR) using marker-based tracking with Unity and Vuforia

University of Rochester, Computer Science Teaching Assistant — *Aug 2016 – December 2018*
- Two years experience in being a workshop leader for 'Intro to Programming' and 'Data Structures and Algorithms', and recently chosen to be a TA for 'Web Programming'
- Leads a weekly workshop with a group of students to help them understand class material at a higher level, grades exams and quizzes, and organizes review sessions

AWARDS

re•mind— wichacks.io
Winner of the best hack in 'Making the World a Better Place through Accessibility or Education' by Microsoft at the Women in Computing Hackathon hosted by the Rochester Institute of Technology in March 2019. The application uses Unity, Vuforia, Blender, and XCode to create an AR mobile experience to help patients with dementia identify family members in photos with image recognition.

Recurse Center — recurse.com
Accepted into the Recurse Center, a continuous NYC based community of developers, taking part in a self-directed programming retreat to transition into the tech industry after my freshman year of undergrad. Spent the summer of 2016 collaborating and experimenting in Javascript libraries, grasping the ins and outs of Github, and learning Python.

EDUCATION

University of Rochester, Computer Science Major & Studio Art Minor, 2019

SKILLS

Language Experience with Java, HTML, CSS, git, MySQL, Javascript, Swift, Python, PHP
Software/Framework/Library Experience with Adobe Creative Suite, Angular, Laravel, Unity, Blender, XCode, InVision, WordPress, Vuforia, React, p5.js