# **Beatrice Hackman**

San Mateo, CA | (650) 477-4562 | hackmanbeatrice@gmail.com | https://www.linkedin.com/in/beatrice-hackman-1747b317a/ | https://beahackman.github.io/my-personal-site/

### Education

# Santa Clara University | School of Engineering

San Jose, CA

Web Design and Engineering Major | Class of 2025

3.935 GPA

Relevant Coursework: Algorithms and Data Structures, Web Development, Advanced Web Development, Web Usability, Computer Networks, Graphic Design, and Advanced Programming

#### Skills

- Coding Languages: C, React, Javascript, Typescript, HTML, CSS, Ruby, Sinatra, and Ruby on Rails
- Creative Software: Adobe Premiere Pro, Adobe Illustrator, Adobe Photoshop, Figma
- Experience with cross-team communication between designers and developers
- Strong values of leadership, collaboration and organization

# Experience

Oracle

June.2024 - September.2024

Redwood City, CA

UX Development Intern

Contribute to the development and growth of the Redwood Design system

Technologies used: HTML, CSS, Javascript, Typescript, Oracle Jet, Oracle Spectra UI, and Figma

# **Hewlett Packard Enterprise**

June.2023 - September 2023 San Jose, CA

UI/UX Front End Developer

- Develop a feature to track and display changes in the articles across HPE Design System site
- Collaborate with a design intern to iterate through research, design, and implementation phases
- Technologies used: React.js, CSS, Grommet, Github API, and Figma

# Tau Beta Pi - California Zeta Chapter

January.2024 - Present

Web Usability Tutor

Santa Clara, CA

- Lead and organize weekly study groups as a key member of the Engineering Honor Society
- Facilitate discussions and tutorials focused on the Web Usability course, emphasizing principles of design and development for usable and accessible interfaces
- Instruct and guide participants on various topics related to HTML, CSS, Javascript, and React.js

# **SCU Imaginarium**

January.2024 - Present

Academic Researcher

Santa Clara, CA

- A researcher on the Imaginarium's Passthrough team which explores the social implications and user experiences related to VR's Passthrough mode
- Conduct research trials, literature reviews, and data analysis with the goal to enhance qualities such as social presence and communication in the ever-growing world of Virtual Reality

# **ACM-W Santa Clara University Chapter**

September.2022 - June.2024

Board Member

Santa Clara, CA

- Cultivate relationships with companies and organizations to secure sponsorships for hack-a-thons and club events
- Coordinate planning club events that connect professionals with our student body
- Build club's official website from scratch
- Perform board member responsibilities such as hosting Web Development workshops

#### **Projects**

# Hack for Humanity (HTML/CSS/Javascript)

February.2023

- Spent 24 hours creating a comprehensive website and game to bring attention to the underdiagnosis of autism in women
- My role was to develop the front end for the landing and support page
- Awarded First Place

# ACM-W Website (HTML/CSS/Javascript)

May.2023

- First ACM-W member todesign and developed the club's official site from scratch
- Collaborated with board members to best represent our club

### **Hack for Humanity (React.js/CSS)**

February.2024

- Spent 24 hours creating an interactive website to educate the public of the Power Soccer Community
- Developed and styled the front-end for the website application
- Awarded "Best Hack by Women"