Beatriz Luna

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Boston, MA | Availability: January–June 2026

EDUCATION

Northeastern University | Khoury College of Computer Science   May 2027
Candidate for Bachelor of Science in Computer Science & Design
GPA: 3.75/4.00 | Dean's List
Coursework: Interaction Design I & II | Human-Computer Interaction | Web Development | Algorithms & Data | Object-Oriented Design | Ethics in Creativity

TECHNICAL KNOWLEDGE

Languages: Java | HTML | CSS | JavaScript | C#
Platforms: Figma | WordPress | Miro | VSCode | Intelllij | Processing | Adobe Creative Suite
Systems: macOS

WORK & VOLUNTEER EXPERIENCE

Northeastern University ITS Marketing & Communications Co-op | Boston, MA   January–June 2025
- Collaborated on designing and implementing interactive assets for event pages and social media.
- Wrote and maintained **50+** blog pages on tech and **AI** topics hosted on WordPress, improving publishing efficiency and content clarity.
- Maintained and updated company websites to ensure content accuracy, Web Content Accessibility Guidelines (WCAG) compliance, and optimal user experience.

Digital Illustration Association (DIA) Muse | Boston, MA   October–December 2024
- Co-led a mentor-mentee group of five artists in DIA's Mini-Muse program, hosting biweekly workshops and interactive sessions to foster artistic growth and confidence.

Freelance Digital Artist & Content Creator   March 2021–August 2024
- Illustrated and posted paintings, pieces, and portraits of characters to a **4000+** follower audience on TikTok.
- Managed freelance commissions from initial inquiry through final delivery, ensuring consistent communication with clients.
- Foster and maintain a community of artists and art enthusiasts by sharing art and tutorials, resulting in a **15% increase in engagement** over 6 months.

PROJECTS

Reimagining Project: Microsoft 365 and Teams   April 2025
- Led redesign and development of two critical Northeastern IT Services websites as part of a comprehensive Microsoft 365 migration project, improving information architecture and user experience for the University community while ensuring brand compliance and accessibility standards.

Note Mode - A Canvas Intervention   November 2024
- Designed and prototyped a Canvas extension in **Figma**, a feature enhancing the reading and note-taking experience through interactive annotations and reflection prompts based on developed user research. Over **90%** of users provided positive feedback during testing.

Touching Grass   May 2024
- Prototyped a narrative-focused video game critiquing internet absurdities using Google Slides and self-taught **HTML/CSS**, fostering player reflection on internet culture. Received recognition for creativity and concept clarity from peers.

INTERESTS

Front-end Development | UI/UX Design | Science Fiction & Memoirs | Visual Novel Video Games