

Bec Nichele Smith

San Francisco, California ↔ Houston, Texas
becnichelesmith.github.io

Experience

Microsoft, Remote — Premier Azure Support Engineer

SEPTEMBER 2020 - PRESENT

At Microsoft, I have gained significant experience managing multiple projects with strategic customers; meeting hard deadlines; and coordinating across teams to resolve client issues. Day to day, I work across teams internally to resolve issues related to Azure's many services, subscriptions, and billing.

Gates Computer Science, Stanford — Human Computer Interaction Researcher

JUNE 2017 - AUGUST 2017

I aided Dr. James Landay and the Stanford Psychology Department (Dr. Alia Crum) in the creation of an Apple Watch application that read and recorded patient health data and securely displayed the data on a website built from a Firebase database. We researched the degree to which mindset impacts one's overall health.

Education

Stanford University, Stanford — BS: Science, Technology, and Society

AUGUST 2016 - JUNE 2020 | GPA: 3.5

This major explores how science, technology, and society intersect and inform one another. It teaches one to challenge social paradigms and all things considered to be self evident - as well as questioning why those things were considered self evident in the first place. I focused on honing my skills so that I could recognize, respect, and design for diverse groups of people. I spent my first two years at Stanford studying computer science and the last two psychology and ethics.

Skills

- Intergroup facilitation
- Academic and business writing
- American Sign Language
- Presentations to large groups/upper management
- Mentoring juniors
- Microsoft/Google Suite

Technical Languages

- Java, C++, R for data science, SQL, Python (proficient)
- Javascript, HTML/CSS (experienced)
- Cross Platform development - React Native, Expo.io

I have experience in the following UX Methodologies: needfinding; 1-on-1 interviews; empathy mapping; experience prototypes; ethnographies; meta-analysis; low/medium/high-fi prototypes with paper, Figma, and React Native; heuristic evaluations; usability testing; surveys (Qualtrics); affinity diagramming; and A/B testing. I'm always open to learning new ways to help people!