Clarisse Bonang

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· **[LinkedIn](#)** · **[GitHub](#)** ·**[Portfolio](#)**

EDUCATION

Masters in Human Computer Interaction, University of California, Irvine Fall 2023
Bachelor of Science, Computer Science, Chapman University May 2022
Certificate in Full Stack Development, Georgia Institute of Technology August 2021
Associate in Arts, Mathematics, Santiago Canyon College June 2019

SKILLS

- **Programming Languages:** C++, Java, C#, Python, Swift, Haskell, JavaScript
- **Software Tools**: Figma, Google Slides, HSPICE, GitHub, Git, Atom, VS Code, XCode, PyCharm, Docker, Microsoft Office
- **Databases & APIs:** React, Node, MongoDB, MySQL, jQuery, Express, CSS, Bootstrap, HTML, Unity

PROJECTS

Engage
- Created a low fidelity prototype using Figma to improve education using IoT Devices one lecture at a time.
- Process involved reading literary works to create a problem statement, designing the user empathy map, and system flowchart

  [Engage Slideshow](#)

Comics Assembled
- Designed a graphic novel application that allows users to search for their favorite comics and keep track of their progress using Javascript ES6, CSS3, HTML5, and Marvel Comics API,resulting in a user base of 30 which is fully deployed on Heroku or Github pages.

  https://github.com/ahuffma2/comics-assembled

Netflix
- Improved Netflix's competitiveness and user experience by investigating UI hindrances using Jakob Nielsen's 10 heuristics, qualitative analysis, interviewed participants, and created a prototype for user testing.
  https://drive.google.com/file/d/1IUKPDC5hg5nnOzG9VCkQYan1-RRCmiTl/view?usp=sharing

PROFESSIONAL EXPERIENCE

Lecturer, C++ Programming, Chapman University Jan 2022- February 2022
- Developed robust applications using standard object-oriented programming methodologies for student programming assignments.
- Created lecture material and in-class C++ programming exercises to familiarize students with C++ programming concepts.
- Guided students when they encountered programming errors to strengthen their debugging skills.

Research Assistant, University of California, Irvine January 2021 - present
- Qualitative analysis, coding, and web scraping to collect data on ADHD communities to assess support on higher education.

Research Assistant, Chapman University January 2021 - August 2022
- Develop assistive technology under the direction of a university professor; develop small software applications, perform data analysis, and test software on mobile devices.

Project Management Intern, USS Cal Builders Engineering Division October 2017 - January 2018
- Used Computer Aided Design (CAD) system to review blueprints of buildings for a construction engineering firm.
- Reviewed contracts for conformance to company standards.

Private Tutor in Java Programming and Math October 2018 – October 2022
- Provided students with study material for both subjects and assisted with their questions
- Strong interpersonal skills working with students to help them succeed

ADDITIONAL RELEVANT EXPERIENCE

- President, Research & Development Club October 2021 – June 2022
- Member of Chapman University Engineering Advisory Panel October 2020 – June 2022
- Institute of Electrical and Electronics Engineers (IEEE) Member June 2020 – present