



Brie Bunge

OBJECTIVE

Design and develop experiences that bring happiness to people's lives

CONTACT

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EDUCATION

Stanford University - MS & BS in CS with a concentration in HCI

2009 — 2014

Coursework topics include: Interaction Design, Web Applications, Data Visualization, Databases, Computer Systems, Computer Graphics, Machine Learning
Course assistant for iPhone and iPad Application Programming

PROFESSIONAL EXPERIENCE

Khan Academy

Jun 2013 — Sept 2013

Software Engineer

Built foundation for Twitter-inspired social network within KA. Owned the project and finished the core of the feature as a team of one. Full-stack development (Google App Engine, Flask, Backbone, React, LESS).

Clinkle

Jun 2012 — Sept 2012

Web Engineer

Designed and developed an internal website to aid the customer support team, a restaurant menu management interface, and the member website. Emphasis on object-oriented JS and maintainable code.

Piazza

Jan 2012 — Apr 2012

Engineer

Designed and developed the course homepage feature. Learned Amazon S3, Backbone.js, and Twitter Bootstrap to quickly launch the initial version. Iterated based on user feedback and analytics.

Facebook

Jun 2011 — Sept 2011

Capacity Engineering Intern

Designed an interactive visualization of clusters and data centers, which was later integrated into Facebook's server management tool. Wrote an automation script that determined optimal load balancing groups, saving my manager many tedious hours. Designed a visualization for power consumption, allowing the team to predict and prepare for various conditions.

Lullabot

Apr 2011 — Jun 2011

Intern

Sought out an internship at a virtual Drupal company that had never had an intern before. Set up internationalization for one of their websites, so that it could have a broader reach.

AOL

Jan 2011 — Mar 2011

Consumer Experience Intern

Learned CakePHP, jQuery, and visual design while designing a checklist used for communication between team leads and the Consumer Experience Team before launching projects. Learned the Wordpress database structure and a PHP PDF library in three weeks to build a weekly report generator, saving the team hours every week. Built an internal visual HTML DIFF viewer for AOL Mail team.

ACADEMIC PROJECTS

Peer Server 4/13 - 6/13 Peer-to-peer server inside of a browser that serves static and dynamic content over WebRTC. Team of two. Won top project awards from Palantir, VMWare, Hearsay Social, and Twitter across all Stanford CS senior projects at the software fair.

Trianguletter 1/10 - 3/10 Worked with a team of four to create interactive, tabletop, word-building game. Designed the graphics and the physical interaction. Technical challenges included projection, motion-tracking, calibration, and effective use of a tabletop as a medium for gameplay. It was an exciting challenge to transform a computer game into tile-throwing, letter-capturing fun!

Finna 8/09 - 2/09 Worked on a team of three to develop a web-based iPhone assignment aggregation application. Made paper prototypes, brainstormed ideas, conducted user tests, created demo videos, and designed some of the graphics.

ON-CAMPUS ORGANIZATIONS

Freshman Sophomore College

Sept 2010 — Jun 2012

Residential Multimedia Consultant

Discovered the needs of dorm staff and 200 residents, then designed, built, and iterated on a website tailored to their use cases. Designed the frontend in Keynote; coded the frontend in HTML, CSS, and JS; designed the DB schema; coded the backend in PHP. Also, operated audiovisual equipment, designed t-shirts, and created slideshow presentations.

KZSU - Stanford Radio Station

Jan 2010 — Sept 2011

Software Engineer & Tech Lead

Projects involved guidance from a Google engineer who instilled principles of thorough design documentation, version control, test-driven development, code reviews, bug tracking, and quality server administration. Was the tech lead for a single sign-on project that unified the station's four login systems. Collaborated on an automated email music downloader, an application that tracks members' staffing hours, and updates to the way that events are shown on the home page.

Stanford Design Initiative

Dec 2010 — Apr 2011

Member & Workshop Leader

The group fosters a design-thinking culture by sharing talents during weekly workshops. Led a workshop on Adobe Illustrator for thirteen students.

Association for Computing Machinery, Stanford Chapter

Dec 2010 — Mar 2011

Intern

Worked with a team of five during the planning stage of an open source workshop day that equipped people with the skills they need to contribute back to open source.

RESEARCH

Human-Computer Interaction Lab

Jan 2010 — Oct 2010

Research Assistant

As a team of three, we investigated how prototype critique affects how people solve design problems.

- NPUC - Harnessing the Buzz of the Crowd: Technologies and Applications (Conference Poster), San Francisco, CA - 10/10
- CrowdConf - Conference on the Future of Distributed Work (Conference Poster), San Jose, CA - 10/10