BRIE BUNGE

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

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EDUCATION

STANFORD UNIVERSITY
Computer Science with a concentration in Human-Computer Interaction - MS '14 3.7 & BS '13 3.753
COURSEWORK TOPICS INCLUDE: Interaction Design, Web Applications, Data Visualization, Databases, Computer Systems, Computer Graphics

PROGRAMMING AND DESIGN BACKGROUND
LANGUAGES: JS, Python, PHP, SQL, HTML, CSS, Ruby, C++, C
FRAMEWORKS/LIBRARIES: Backbone.js, HAML, LESS, Twitter Bootstrap, CodeIgniter, jQuery, Drupal, CakePHP, Ruby on Rails, Sass, Django
DESIGN SOFTWARE: Adobe Illustrator

PROFESSIONAL EXPERIENCE

CLINKLE - WEB ENGINEER 06/12 - Present
Designing and building an internal website to aid customer support team. Writing UI integration tests using RSpec and Selenium.

FRESHMAN SOPHOMORE COLLEGE - RESIDENTIAL MULTIMEDIA CONSULTANT 06/10 - 07/12
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. Operated audiovisual equipment, designed t-shirts, and created slideshow presentations.
https://frosoco.stanford.edu

FACEBOOK - CAPACITY ENGINEERING INTERN 06/11 - 09/11
Designed an interactive visualization of clusters and datacenters, 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 - INTERN 04/11 - 06/11
Self-initiated internship at a virtual company. Set up website internationalization.

AOL - CONSUMER EXPERIENCE TEAM INTERN 01/11 - 03/11
Learned CakePhp, jQuery, basic visual design, and a corporate login system while designing and developing an checklist for teams to use before launching products. 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.

TECHGLOBAL ALLIANCE - WEB DESIGNER 06/10 - 08/10
Designed and developed a website for a 50-member telecommunications group.

AQUARIAN DRUMHEADS - COMPUTING CONSULTANT 04/10
Saved the company thousands of dollars by repairing six computers, two of which would have otherwise been replaced.

TRINITY TECHNOLOGY TEAM - CO-FOUNDER 01/07 - 09/09
Administered the sound system and designed multimedia presentations for a 500-member congregation. Recruited and trained three additional team members.

ADDITIONAL EXPERIENCE

- eBay/Craigslist Entrepreneur (100% feedback for 242 reviews) 05/03 - Present
- Testimony A Cappella 09/09 - 06/10
- Stanford High School Summer College (Mentor for dorm of 60, led three highly ranked programs) 06/10 - 08/10
- Hack-a-thon (Spent 24 hours learning Joomla to help ASAP Africa) 02/10

ON-CAMPUS ORGANIZATIONS

KZSU STANFORD RADIO STATION - COMPUTING ENGINEER 01/09 - 09/11
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 - CO-PRESIDENT & WORKSHOP LEADER 12/10 - 4/11
Led a workshop on Adobe Illustrator for thirteen students.

STANFORD ASSOCIATION FOR COMPUTING MACHINERY - INTERN 12/10 - 03/11
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 & ACADEMIC PROJECTS

HUMAN-COMPUTER INTERACTION LAB - RESEARCH ASSISTANT 01/10 - 10/10
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

TRIANGULETTER - TEAM MEMBER 01/10 - 03/10
Worked on 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!
http://stanford.edu/~bbunge/cgi-bin/jpeb/

FINNA - TEAM MEMBER 08/09 - 12/09
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.
http://naturesalternativesinc.com/finna/