# KIMBERLY STRAUCH

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## EXPERIENCE

**Software Engineer, Rotational Program**
**Apple Inc.** - September 2015 to Present

Designed and developed responsive dashboard using React, Redux, and NodeJS.

Created front-end testing standards.

Conducted and analyzed user research, redesigned user experience of an internal application.

Presented work to senior-level directors.

**Math Education Researcher**
**University of Auckland** - Spring 2014

Maintained the Klein Project Blog.

Developed exhibits to demystify complex mathematical concepts to secondary school students.

Showcased exhibits at the 2016 USA Science & Engineering Festival in Washington, D.C.

**Software Engineering Intern**
**Turn** - Winter 2013

Performed statistical analysis on a variety of click and action rate probabilities for ad impressions.

Created a new bucketization scheme for click and action rates.

## SKILLS

| | |
|---|---|
| Javascript | Public Speaking |
| React/Redux | Prototyping |
| HTML/CSS | User Research |
| Python | Tableau |
| Bash | Keynote |
| Automated testing | Sketch |

## EDUCATION

**Dartmouth College**
September 2011 to June 2015
B.A. in Computer Science
Cumulative GPA: 3.98/4.0

*Courses included:* Software Design and Implementation, Database Systems, Computational Linguistics, Algorithms, Discrete Math, Security and Privacy, Design Thinking, Linear Algebra

## HONORS

Summa Cum Laude
Phi Beta Kappa Society
Benjamin F. Barge Prize for Oratory
Computer Science Town Prize

## PROJECTS

**Pixel Perfect**
A web app for making pixel art. Offers paint, bucket-fill, and eraser functionality, as well as undo and redo. Made with React and Redux.
http://bit.ly/kspaint

**30-20-10**
An iOS app for timing interval workouts. Runs in the background and provides voice cues. Written with Swift.
http://bit.ly/302010jogrunsprint

**Charlotte's Website**
Work-in-progress illustrated children's book about web development.
http://bit.ly/charlotteswebsite