Caroline Cahill

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EDUCATION

Trinity College Dublin
Dublin, Ireland

Master's of Science Degree, Interactive Digital Media
2023 – 2024

- **Dissertation:** "Beyond Bloodsport: The Slow Feeder Effect: Reimagining a new genealogy of interactive digital narratives in conflict-heavy roleplay video games by subverting player expectations and emphasizing agency." Awarded First Class Honors (I) for outstanding research and innovative contributions to the field.
- Relevant coursework: Front-End Development, Interactive Design, User Experience Research

Boston University
Boston, MA

Bachelor's of Science Degree in Media Science
2018 – 2021

EXPERIENCE

Senior Technologist, Web Content Specialist
2022 – 2024

Brown University
Providence, RI

- Led full lifecycle product development and design with a focus on user-centered design and front-end technologies including HTML, CSS, JavaScript, and React.
- Developed and launched multiple full stack web applications that improved page traffic by an average of 31% over 2 years.
- Led cross-functional teams to digitize and organize historical data, enhancing public access to archived materials through improved UX/UI design.
- Oversaw Google Analytics integration and launched data visualization projects using Tableau and D3.js to provide insights that improved website traffic and retention.
- Ensured accessibility compliance with WCAG 2.1 standards and utilized best practices for web page quality checks.
- Managed site-wide UI/UX web projects from wireframes to post-launch analytics, using Agile methodologies and tools like Figma and Sketch.

Technical Product Manager
August 2020 – April 2022

Wiline Networks Inc.
San Jose, CA

- Developed comprehensive product requirements and specifications for three major product launches, emphasizing front-end user experience and design.
- Integrated Jira to manage project timelines, improving delivery time by 20% and enhancing collaboration.
- Coordinated with engineering and admin teams to ensure alignment with strategic objectives and design standards.
- Introduced innovative API solutions using Python and PHP, focusing on RESTful API consumption and front-end technologies for improved user interfaces.

PROJECTS

Shelf Life | *Unity, C#*
2023 – Present

- Technical product manager and UI/UX lead in the development of a library simulation RPG, utilizing Unity for game development and front-end design.
- Coordinated development teams, managed project timelines, and conducted user testing to ensure a seamless user experience.

- Expected to launch in September 2024.

Odysseus | *Twine, HTML, CSS, JavaScript*
2023

- Solo-developed Twine-based RPG about a doomed Antarctic expedition in 1912, incorporating HTML, CSS, and JavaScript for enhanced interactivity and user engagement.
- Published the game and received positive feedback from the interactive fiction community.

Mise | *Node.js, Express, JavaScript, HTML, CSS, SQL*
2022

- Solo-developer of a full-stack image-sharing web application with a RESTful API backend.
- Conducted market research to create an effective and attractive UI, ensuring responsive design and cross-browser compatibility.

Taproot | *Blender, Processing, JSON, HTML, CSS, JavaScript*
2022

- Developed an interactive 3D map where users can explore forageable plant life in their region, using Blender and Processing with a JSON database, and incorporating HTML, CSS, and JavaScript for the front-end.

TECHNICAL SKILLS

Design Tools: Figma, Sketch, Adobe Creative Suite (Photoshop, Illustrator, XD), InVision
Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R
Front-End Frameworks: React, Angular, Vue, Node.js, Material-UI
Developer Tools: Git, Google Cloud Platform, VS Code, Processing, Eclipse, Webpack, Gulp
Other: UI/UX Research and Design, User Testing, Wireframing, Prototyping, Frontend Development, 3D Modeling (Blender, Maya), Narrative Development and Design, Technical and Grant Writing, Data Analysis (SQL, Tableau, D3.js), Mobile Development (Swift), Agile Methodologies (Scrum), Responsive Design, Cross-Browser Compatibility