CASSANDRA GOODBY

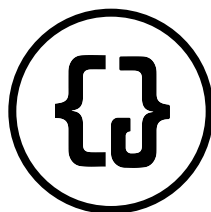## CONTACT

cassandragoodby.com
cassandragoodby@gmail.com
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(970) 672-6212

SKILLS

UI/UX

Interaction design
User Interviews
User Testing
Interactive Prototyping
Wireframes
Motion graphics

Tools

Adobe Creative Suite
Sketch
InVision

Development

HTML5 & CSS3
JavaScript
iOS-Swift
Android-Java
Flutter

ACHIEVEMENTS

Grace Hopper Scholar '19
Startup Summer-First place
Emerging Leader Scholarship Recipient

LEADERSHIP

Theta Tau Treasurer
Alpha Phi Treasurer
Panhellenic VP of Marketing
Clara's Circle National Executive Board

EDUCATION

University of Colorado at Boulder

M.S. Creative Technologies and Design | GPA: 4.0   Expected May 2020

B.S. Technology, Arts and Media | GPA: 3.9   May 2018

EXPERIENCE

UX Engineer   August 2018 – Present

National Institute of Standards and Technology

Professional Research Experience Program Graduate Fellow

- Strategized and consulted with game developers and engineers to develop UI design system and user experience design methodology approach for multiple augmented and virtual reality based public safety products
- Directed research and design through prototyping, usability testing and high-fidelity mockup to validate design concepts

Front End Development Fellow   May 2016 – August 2018

National Institute of Standards and Technology

Professional Research Experience Program Undergraduate Fellow

- Designed and developed a kiosk-based web application for Consumer Electronic Show exhibition, annual stakeholder meeting and in-house tours
- Conducted research, developed design requirements and usability tests with 20+ stakeholders to produce user-centric product.

Hackathon Director   August 2018-Present

T9Hacks Hackathon

- Directed a team of six to organize and host annual spring hackathon for 120+ participants

Teaching Assistant   January 2018-May 2018

University of Colorado Boulder

- Lectured and facilitated class of 40+ students in weekly coding exercises in HTML5, CSS, JavaScript