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Celine Nguyen

Education

- Carnegie Mellon University
- Computer Science & Communication Design
- Junior
- GPA: 3.20

Skills

DESIGN

- Proficient in Adobe design software (Photoshop, Illustrator, InDesign)
- Wireframing/prototyping from rough sketches to high-fidelity Photoshop mockups
- Clearly articulating design decisions & product strategy

CODE

- Strong frontend implementation skills (HTML, CSS, JS)
- Understanding of accessibility & platform-independence considerations
- Familiarity with Ruby on Rails & MVC
- Version control (Git)

References available upon request.

Work Experience

WEBTEAM MEMBER • WOMEN@SCS

Carnegie Mellon University • September 2012–March 2013

- maintained and regularly updated website for a departmental organization to promote greater involvement and support within the School of Computer Science

DESIGN INTERN • PICPLUM

San Francisco, CA • June 2012–August 2012

- designed interactions for four core product features
- designed developer API documentation
- designed & implemented SEO-friendly modular layout grid

SYSTEMS ENGINEERING INTERN • LOCKHEED MARTIN ATC

Palo Alto, CA • June 2010–July 2011

- responsible for internal systems engineering website & database
- wrote PHP & C data export and parsing scripts to present, organize, and visualize information more clearly

FREELANCE WORK • GUNN HIGH SCHOOL

Palo Alto, CA • 2009–2011

- designed course curricula branding and promotional material (print and web) for high school academic departments
- editorial designer for two of four student publications, significant grid-based & typographic redesign for both
- designed documents to secure sponsorship and funding for student-run FIRST FRC robotics team

Community Involvement

SCOTTY LABS • Carnegie Mellon University • Nov. 2012–present

- taught 90-minute workshops on introductory HTML & CSS
- taught 60-minute workshops on principles of visual design
- hackathon mentor to advise teams on frontend development

TECHNOLOGY CLUB • Gunn High School • August 2009–June 2011

- organized student mentor program to teach weekly workshops on programming/software/digital art to peers
- coordinated of field trips to local tech companies (Google, Facebook) to raise interest/expose students to tech careers