Karleigh Moore

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Education

Massachusetts Institute of Technology
June 2017
B.S. Computer Science and Comparative Media Studies
Cambridge, MA
GPA: 4.6/5.0

Relevant Coursework

Software Studio | Intro to Algorithms | Artificial Intelligence | Computability, Complexity, and Autonoma
Digital Humanities | Fundamentals of Programming | Visual Design | Applying Media Technologies
Management Lab | Intro to Media Studies | Fan Cultures | Computation Structures | Technology and Culture

Experience

The Tech (MIT campus newspaper)
Sept 2013 — Present
Senior Editor, Arts Editor, News Writer
Cambridge, MA
- Edit writing of approximately 15 writers to publish 3-5 articles per week, reaching ~21,000 readers
- Lead meetings, recruit, and train new writers and editors
- Write campus news articles and conduct interviews with school administrators

Creative Communities Initiative, MIT
Oct 2014 — Sept 2016
Undergraduate Researcher
Cambridge, MA
- Conducted ethnographic and data-driven research to study the role of online streaming TV in
online fan communities
- Created a post scraper in Python using Tumblr's API to collect tag data for analysis

Brilliant (STEM education startup with 4 million users)
Mar 2016 — Aug 2016
Math and Science Writing Intern
Worked remotely
- Wrote 60+ educational computer science wiki pages and practice problems used by students of all ages
- Provided feedback and peer reviewed other writers' pages on a weekly basis

MIT Information Office
Jan 2015 — Aug 2016
Campus Tour Guide and Desk Worker
Cambridge, MA
- Led over 100 campus tours to approximately 1,500 visitors and prospective students

MIT Office of Minority Education
Jun 2014 — Aug 2014
Teaching Assistant and Residential Mentor
Cambridge, MA
- Taught public speaking and expository writing to approximately 30 incoming MIT freshman
- Led class lectures, group discussions, and met with students to provide feedback on assignments

Projects

Pax Populi, Applied Ethics Scheduler WebApp
MIT Code for Good 6.S187 Project (team of 4), Jan 2017
- Worked with a local education non-profit Pax Populi to build a scheduling web app to help them schedule
tutor-student video calls
- Wrote server-side code using Node.js, MongoDB, and Express.js
- Wrote client-side code using Angular.js, Handlebars, HTML, and CSS

Pokerbots

MIT 6.176 Pokerbots Competition Class, Jan 2017

- Designing a computer program in Python to play poker (a pokerbot) and compete against other bots
- Developing the bot based off of artificial intelligence and machine learning concepts as well as game theory

StitchHub

MIT 6.170 Software Studio Final Project (Team of 4), Fall 2016

- Used Node.js, Express.js, JavaScript, and MongoDB to create the backend for web app to design and share knitting patterns
- Designed user interface using CSS and HTML

Skills

Programming

Working Knowledge: Python | HTML | CSS | UNIX Command Line | HTML | CSS | JavaScript
Basic: MongoDB | Node.js | Express.js | jQuery | Git | Angular.js | Java

Communication

Writing | Editing | Public Speaking | Teaching | Journalism | Reporting

Design

Ethnography | Prototyping | User Testing | User Interface and User Experience | Visual Design