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Charlotte McGinn

Education

University of California, Los Angeles **Class of 2019**
B.S. in Computer Science and Engineering

Languages

- C++
- HTML / CSS
- C
- Swift

Tools

- Photoshop
- Arduino
- Bash
- Git

Honors

- Grace Hopper Conference 2016 Scholarship Recipient, UCLA CS Department
- Qualcomm Women's Collegiate Conference Attendee
- Science Department Student of the Year, Mission Hills High School
- High School UCSD Gordon Fellow
- NCWIT Aspirations in Computing San Diego Winner and National Runner-Up

Experience

Incoming Explore Intern at Microsoft **June 2017 – Present**
- 12-week rotation internship program
- Graphs Team in Universal Store

Hack Officer at UCLA ACM **Apr 2017 – Present**
Hack Sprint Co-Director *April – May 2017*
- Organized and lead a four-week sprint where teams of up to four competed to build the best iOS Apps
- Formed teams, built session structure, and updated UCLA Hack website

Web Designer at Futuristics Machine, Inc. **Dec 2016 – Present**
- Create company graphics for the website and promotional purposes
- Polish product images using Photoshop for advertisement
- Built website with Website Builder for easy use and maintenance by employees

Marketing Research Intern at Nordson ASYMTEK **June – Sept 2016**
- Developed and populated content onto a high-priority internal web tool for our sales team to professionally engage customers
- Managed Salesforce to organize the data in customer reports to make our dashboards more effective
- Learned how an engineering business is run by shadowing marketing and engineering department meetings

Projects

UCLA DevX **April 2017 – Present**
Pointers Front-End Developer *April – June 2017*
- Developed frontend of Pointers using HTML, SASS/CSS, Javascript, and Embedded Ruby
- Built out site components and pages to be responsive and mobile friendly

UCLA Radio Web Department **April 2017 – Present**
- Developing features for the iOS App in Swift to improve functionality and user experience

Keyboard HEERO **Nov – Dec 2016**
- Wrote an algorithm in C to take note packages and illuminate the corresponding active notes down some LED strips
- Implemented the ability to have the correct note pitch play aloud at the same time that the associated note is played on the keyboard