

# WHITNEY SCHMIDT

wps5@uw.edu

## EMPLOYMENT

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<b>Software Engineer Intern</b> Bing Maps Team	<b>Microsoft</b>	<b>Summer 2015</b>
<ul style="list-style-type: none"><li>• Working in C# to create streetside snippet imagery for Bing Answers scenarios.</li><li>• Communicating with two other teams to determine feature requirements.</li><li>• Developing a HitApp to facilitate testing for image accuracy and quality.</li></ul>		
<b>Software Engineer Intern</b>	<b>Chief Architect Software</b>	<b>Summer 2014</b>
<ul style="list-style-type: none"><li>• Working in C++ with Visual Studio and Visual Assist.</li><li>• Implementing transparent export for 2D and 3D renderings by implementing alpha values for renderings.</li><li>• Redesigning origin offset interface for 3D rendered objects in architectural plans.</li><li>• Adding x, y, and z origin indicator axes to 3D object previews.</li></ul>		
<b>Software Developer</b>	<b>Formulize</b>	<b>Winter 2014 – Spring 2014</b>
<ul style="list-style-type: none"><li>• Writing open-source code for form management software as part of Facebook's Open Academy program.</li><li>• Researching and developing a mobile browser version of form display page using jQuery Mobile, PHP, and JavaScript.</li></ul>		
<b>Undergrad Teaching Assistant</b>	<b>University of Washington</b>	<b>Fall 2013 – Winter 2015</b>
<ul style="list-style-type: none"><li>• Courses: Hardware/Software Interface (CSE 351), Software Design &amp; Implementation (CSE 331)</li><li>• Attending lecture and weekly staff meetings; holding weekly office hours; grading; creating test questions.</li></ul>		

## EDUCATION

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<b>Seattle, WA</b>	<b>University of Washington</b>	<b>Spring 2010 – Fall 2015</b>
<ul style="list-style-type: none"><li>• Computer Science, English (Creative Writing), GPA: 3.77</li><li>• Undergraduate Coursework: Computer Security, Computer Graphics, Intro to Data Management, Operating Systems, Systems Programming, Software Design &amp; Implementation, Intro to HCI, Web Programming, Hardware/Software Interface, Foundations of Computing II &amp; II, Programming Languages, Data Abstractions, Computer Programming I &amp; II</li></ul>		

## LANGUAGE AND TECHNOLOGIES

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- Java, C++, C, C#, JavaScript; HTML; CSS; PHP; SQL
- Visual Studio, Eclipse, GitHub, Git, Perforce, JUnit, TestTrack

## ADDITIONAL EXPERIENCE AND AWARDS

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- **English Honors:** 3-quarter senior thesis project focused on gender & representation in the game *Bioshock*.
- **Phi Beta Kappa:** Invitation to join national honor society for academic achievement and breadth.
- **Dean's List (9 quarters):** Recognition for maintaining a GPA above 3.5 while taking at least 12 graded credits.
- **Teaching Aide for Robinson Center for Young Scholars:** Developing a course curriculum, lecturing, creating worksheets, designing individual & group activities for students aged 12-16.
- **Study Zone Tutor:** Two hours per week providing assistance with homework and projects at a local library. Working with elementary to college aged students.