

Education

University of Texas at Austin – May 2018
Bachelors of Science and Arts in Computer Science
UT GPA 3.43

Experience

Hewlett-Packard – Software Engineering Intern

June 2015 – November 2015 • Austin, TX

Worked as a software engineering intern to develop a web application focused on user experience, continued working part time into fall semester

First Bytes Camp (UT) – Residential Assistant

June 2014 • Austin, TX

Worked as a Residential Assistant for UT's week long camp for high school Junior or Senior girls interested in Computer Science, managed programming projects and general needs of campers

Carter's Babies and Kids – Sales Associate

February 2013 – May 2015 • Plano, TX

Enriched customer experience, oversaw stock room and sales changes, organized sales floor, handled customer service issues, trained for a supervisor position

Skills

Proficient: Java

Medium exposure: C • x86 Assembly • HTML • CSS • PHP • Twitter Bootstrap • JavaScript

Basic exposure: SQL/Database Management

Projects

Project Imago – HP IT Sizing Tool

Summer 2015

Redesigned a new project sizing management tool from the ground up. This IT-wide web application aided in scoping projects and tracking project details centrally, saving time and improving user experience for both project managers and teams assigned to evaluate a project.

Super Smash Bros Android App Collaboration

Spring 2015

Android app that allows users to locate others nearby to play the game Super Smash Bros.

Worked on user interface and graphics in collaboration with another student.

Binary Bomb

Spring 2015

Defused a "binary bomb" by inspecting the bomb's disassembled binary and deciphering key phrases built in. Gained experience with debugging in assembly.

Organization Participation

Texas Lambda Alpha Nu • Co-ed Computer Science Fraternity • Historian – UT 2015

Women in Computer Science – UT 2015

University Orchestra – UT 2015

Volunteering

CoderDojo Round Rock

Began Spring 2015

Served as a mentor to children ages 7 to 17 with the desire to learn how to code. Encouraged Computer Science literacy and interest in STEM in a collaborative environment using MIT App Inventor and Scratch.