

COOPER BIRDSALL

<https://cooperbirdsall.com> | (802) 343-2230 | cooperbirdsall@gmail.com

EDUCATION:

Brown University | Providence, RI

Bachelor's degree in Computer Science with a focus on design, human-computer interaction, and linguistics

WORK EXPERIENCE:

PlayStation (Sony Interactive Entertainment)

Design Technologist | January 2023 – February 2025

- Contributed to 3 patented accessibility-focused applications that ensure new designs will be both inclusive for all users and comply with international standards.
- Developed and maintained tools for designers across multiple sub-organizations and partner studios to increase their productivity and improve workflow.
- Constructed interactive prototypes for use in UX research to reduce engineering time and workload.

PlayStation (Sony Interactive Entertainment)

Design Technology Intern | May 2022 – August 2022

- Maintained and scaled a Figma plugin which allows designers to quickly retrieve assets pulled from internal databases.
- Implemented a web scraping tool to automatically update company-specific resources in a Figma plugin.

Brown University Computer Science Department

Research Assistant | May 2021 – August 2021

- Contributed to the Self-E codebase, a scientifically published app designed for analytical individual experimentation.
- Deployed app updates featuring new capabilities and managed usability testing.
- Reworked and refreshed deprecated code.

RELEVANT PROJECTS:

Accessibility Suite

React/Typescript-based Figma Plugin

- Independently developed apps for accessibility compliance, including an impaired vision simulator, dynamic text resizing tool, and a monitor for appropriate reading level and inclusive language.
- 3 tools within the suite received patents.
- Contributed to a monorepo and managed version control with other engineers on my team.
- Solicited feedback from designers within the organization, as well as those from external studios.

SKILLS:

- Front-end and back-end web development
- Experience with React, Electron, and Figma plugin publishing
- Programming languages include Typescript, Dart/Flutter, and Java, among others