linkedin | github | portfolio

Damla Önder

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EDUCATION

NEW YORK UNIVERSITY, Computer Science, 3.51/4.0 GPA   **New York, NY**

PROGRAMS & SKILLS

Programs: Project Outreach 2020; Liberal Studies 2020-2022; Dean's Circle Honors Program 2021-2022; NYU Buenos Aires Fall 2022; Women in Tech 2023-2024; Tech Treks Fall 2023
Languages: english (native) | turkish (intermediate) | spanish (intermediate)
Code Languages: Python | Java | HTML/CSS | C | Assembly | JavaScript
Skills: Postgres | MongoDB | Pandas | Figma | Canva | Flask | Microsoft Office | Google Suite | Github | Slack

WORK EXPERIENCE

Start Lighthouse, New York, NY   Oct 2023 - present
Programming Intern
- Revitalized website aesthetics and elements to craft a user-centric experience to seamlessly communicate Start Lighthouse's mission, fostering engagement and inspiring user contributions through an intuitive donation interface
- Contributed to the successful planning and execution of book shopping events of 1000+ books, ensuring students feel empowered to cultivate a love for literature by providing them with free personalized selections to take home, fostering a culturally rich and engaging reading experience
- Coordinated strategic marketing and event planning through newsletters, networking, fundraising, social media, and community engagement to encourage donations and support (including a school visit from Congresswoman Alexandria Ocasio-Cortez)
- Supported and collaborated with teachers in literacy programming and afterschool activities that serves 1500+ students from K-7th grade across 2 schools in the Bronx (in Spanish and in English)

CodeAdvantage, New York, NY   Dec 2023 - present
Instructor
- Orchestrated interactive and engaging afterschool classes in NYC public and private schools for classes of 4-16 students between 1st-4th grade, designed to cultivate a love for technology and coding
- Fostered encouraging learning environments that empowered children to cultivate logical thinking, creative exploration, and critical reasoning skills through software programs like Scratch and Minecraft Education
- Implemented a personalized learning approach by adapting curriculum to address individual students' strengths and areas for improvement to efficiently build their skillsets

PROJECTS

Essentia (Python, HTML/CSS, Flask, PSQL, Figma, Bootstrap)   Tech Treks, NYU
- Collaborative project with 3 peers to create an interface in which users can log their books/music and in return, it'll generate a recommendation of music based on their books and vice versa
- Implemented HTML/CSS, Figma and bootstrap to design and code the required landing pages that optimizes UX/UI features and displays users' data

Skate Club (HTML/CSS, Javascript, Figma)
- Design and created website to share skating community within NYC highlighting the club, how to join, and the beautiful moments shared between members
- Established connection with Google Sheets API to dynamically store and organize user comments, facilitating efficient data management

GoodReads Dupe (HTML/CSS, Figma)
- Designed and implemented landing pages inspired by GoodReads along with shelves for a user's logged books