

DANA HOPPE

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EDUCATION

University of Nebraska-Lincoln, 2016-2020

Bachelor of Science, Distinction

University Honors Program

Regents Scholar

Major: Computer Science

Minors: Mathematics, Philosophy, Art

Cumulative GPA: 3.737/4.000

Honors/Awards

Outstanding Senior (Computer Science)

Innocents Society – Chancellor's Senior Honorary

Nebraska Admiral

Nebraska Innovation Fellow

Pi Kappa Alpha Scholar of the Year 2018

Pi Kappa Alpha Impact Award 2019

TECHNICAL SKILLS

Programming Skills: *Proficient* - Java, Python, Git, C, C++, Processing/p5.js, SQL (Microsoft Server), Amazon Alexa Skill Development, AWS (Lambda, EC2, CodePipeline, DynamoDB); *Working* – HTML, CSS, JavaScript, MongoDB, React and Node.js

Creative/Design Skills: Adobe (Photoshop, Acrobat, Illustrator, and InDesign), Sculpting, Painting, Graphic Design, Algorithmic Design, Creative Coding, 3D Design & Printing, and Laser Cutting

RELEVANT EXPERIENCE

Design Studio Associate, August 2019 – May 2020

Jeffrey Raikes School of Computer Science and Management

- Delivered an Amazon Alexa Skill for Tigerpaw One - Business Management Solutions Software
- Developed software through the agile software development process, from problem identification through iterative release
- Leveraged AWS Lambda to interface an Alexa Skill with the Tigerpaw API / Database
- Participated in frequent collaboration and communication with faculty, sponsors, and team members to meet project goals

Undergraduate Research Assistant, March 2019-May 2020

Engagement and Computational Thinking through Creative Coding

Advisor: Dr. Leen-Kiat Soh (Professor, Computer Science) | Co-advisor: Megan Elliot (Director, Emerging Media Arts)

- Collaborated with Advisors to create an introductory computing course contextualized within Art and Design
- Researched trends in student enrollment, engagement, and retention as well as relevant pedagogical theory
- Utilized a principle and theory-based approach to meet pedagogical goals and synthesize interdisciplinary material
- Taught program curriculum to 132 middle school students at two locations in Lincoln, Nebraska

Undergraduate Teaching Assistant, January 2019-July 2019

CSCE 423 - Design and Analysis of Algorithms | CSCE 310 - Data and Algorithm Analysis | CSCE 805T – Intro to CS for Teachers

- Assisted students in comprehension of course material during office hours and graded homework

COMMUNITY WORK

Campus Involvement,

Initialize UNL Vice President / Member (2016- 2020)

- Communicated with initiative leads about project goals and progress
- Led recruitment effort and facilitated organization growth and sustainability
- Mentored students in robotics, drones, and creative coding at LPS schools and camps

Founding Member - Broader Consideration of Technology / IfThen (2017-2019)

- Organized an interdisciplinary lectures series focused on the implications of 21st century technologies on society
- Curated an art show featuring multimedia art / music examining perceptions on how tech relates to society, ethics, art, and culture

Curriculum Development

- Developed innovative k-12 after-school programs which encourage STEM and creativity skill development
- Collaborated with a team of students to develop ethics curriculum for UNL Senior Design and Raikes Design Studio
- Created aviation curriculum, drone curriculum, logic curriculum, and creative coding curriculum for Nebraska students