

Danielle Cruz

danielle-cruz.github.io
dcruz21@stanford.edu

Designer, developer, and educator interested in applications of tech that make experiences more equitable and more accessible — particularly for learners and Disabled people.

Education

Stanford University

MS in Computer Science, Human-Computer Interaction (exp 2023)
BS in Symbolic Systems (exp 2023)
Minor in Portuguese

Experience

Software Engineering Intern · GoSchoolBox

GoSchoolBox is a tutoring management platform. Developed a data visualization dashboard to help teachers and district administrators better track students' progress in academics and social-emotional learning overtime. Coded in React.js, MongoDB, GraphQL.

Summer 2021 · Remote

Learning Engineering Fellow · Schmidt Futures

One of 30 fellows selected to an ed-tech talent outreach program for students with backgrounds in both CS and education. Team awarded \$25,000 (1st place) for Guia, our Chrome extension in language education.

Winter 2021 – Summer 2021 · Remote

Product Designer · SoundSight

Designed a visualization engine to create better representations of background music and environmental sounds in video content for Deaf and Hard of Hearing users.

Spring 2021 · Remote

UX Engineer · ALTogether

Designed and developed an extension to promote non-visual accessibility and encourage sighted users to include alt text on their photos. Conducted interviews with blind and visually-impaired users, prototyped in Figma, coded in React Native.

Winter 2021 · Remote

Product Designer · Buildagram

Designed an ed-tech product that empowers learners to develop spatial reasoning skills through 2D to 3D relations. Published research in the 2020 Interaction Design and Children Conference.

Winter 2020 – Summer 2020 · Stanford, CA

Skills + Interests

React	HTML/CSS	Figma
JavaScript	MongoDB	Needfinding
Python	GraphQL	Prototyping