

Madeline Eckhart

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Github: maddie-eckhart

Education

University of Cincinnati May 2021
Computer Science, GPA: 3.2

Carroll High School May 2016
GPA: 3.8

Technical Skills

Expert: Swift, C++, Java, ARKit, Xcode

Skilled: MATLAB, HTML, CSS, Git, VS Code

Knowledgeable: Objective-C, Python,
Android Studio

Leadership

Campus Tour Guide Nov. 2017 – present

- Delegate tasks to other tour guides during the tour time
- Give tours around campus to prospective students and parents

RevolutionUC Oct. 2017 – present

- University of Cincinnati's student run hackathon of +300 attendees
- Worked on the logistics team to help plan judging, prizes, and activities

Association of Computing Machinery Sept. 2016 – present

- 2018-19 Secretary
- Scheduled meeting rooms, gave a talk on iOS Development, managed the Twitter, Slack, and email account

Experience

Ulta Beauty Jun. – Aug. 2018

Mobile Development Intern

Worked on projects for guest mobility, enterprise mobility, and digital innovation while completing a larger AR project for the company.

- Developed an interactive AR app that demonstrates the potential of AR to a retailer and their mobile shopping experience
- Worked extensively with ARKit and Xcode to develop a custom environment for a 3D model to be placed and manipulated by the user
- Implemented an automated build script feature that pushed a final build directly to the Google Play store instead of going through a third party
- Attended meetings and helped evaluate vendor strategy with Digital Innovation
- Worked on tickets to fix bugs and contribute to the codebase of both the guest and enterprise app

Giant Sparkplug LLC. May – Jun. 2018

Independent Consultant

Returned to GSP as a UX/UI consultant to lead the visual design of a companion app to a board game.

- Designed the user interface of an app that acts as a virtual fourth player for the board game *Lisboa*
- Collaborated with the creator to improve the controls and user experience
- Provided new designs that tied in the board game's aesthetic into the app to create a more consistent playing experience

Giant Sparkplug LLC. May – Aug. 2017

Mobile Application Intern

Started at GSP as part of a small team that ported an Android app to iOS and began the development process.

- Analyzed and constructed data maps for the iOS app and connected user input to the model
- Worked closely with senior engineers to build out the app from scratch and develop its hierarchy using OOP
- Focused mainly on saving user input to disk and configuring the camera and photo library in the app