

Denise M. Dekker

I firmly believe that empathy and collaboration form the root of any useful, change-making process.

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WORK EXPERIENCE

Caravan Studios, San Francisco — *Product Manager/Developer Intern*

December 2016 - PRESENT

- Heuristic Evaluation and end-to-end UI/UX redesign of Caravan Studio's 4Bells app to improve appearance and functionality for seniors.
- Created personas, a use model, and high fidelity UI prototypes.
- Incorporated accessibility guidelines to leverage access for a wider audience of users.
- Wrote scripts for, and conducted, user testing; incorporated feedback into a second design iteration.

Veritable Vegetable, San Francisco — *Purchaser*

October 1997 - August 2013

- Forecasting for long and short-term buying with farmers and brokers that met company specifications for profit margin, quality, and quantity.
- Reduced warehouse workload by streamlining receiving of prebuilt orders.
- Introduced color categories for bananas and increased sales by 400%.
- Managed department deadlines and liaised with Trucking Department dispatcher to inform route planning and allocation.
- Co-directed Farm and Field Program, an in-house program to connect workers with vendors through visits to farms/facilities.

EDUCATION

Mills College, Oakland — *B.A. Computer Science*

January 2015 - May 2017

GPA: 3.87

PROJECTS

CitizensOrg — *Front End Developer*

- Designed login, input forms, and dashboard using Bootstrap to work with HTTP requests
- Made site responsive for all viewport sizes.
- Managed style for site, organized site design/appearance, and resolved issues with FOUC that occurred with Angular.

SproutWare — *Product Manager/UI/UX design*

- Developed a compelling ecommerce site that provided detailed, expert information to customers purchasing developmentally appropriate and educational toys.
- Created personas, use model, wireframe, high fidelity prototypes, and performed heuristic evaluation to deliver a user friendly, attractive product.
- Facilitated user testing at wireframe and high fidelity stages of design; incorporated user feedback into designs.

TECHNOLOGY SUMMARY

[Familiar]: HTML5, CSS, Jade, Bootstrap, Java, Cloud 9, GitHub, Eclipse IDE, Brackets, Axure, MS Office, Adobe XD, Heroku, HAML.

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[Learning]: JavaScript, MEAN Stack, React, Android, JQuery, Adobe Creative Suite.

SKILLS

Communication, forecasting, collaboration, ability to work under pressure/tight deadlines, problem solving, personable, leader, empathy, relationship builder.

AWARDS

Dean's Scholar (2015).

Phi Theta Kappa Honor Society (2014).