Dwina Solihin

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**Professional Summary**

A highly motivated web analyst with experience in data visualization, web analytics, testing and usability. Is a team-player dedicated to efficiently solve project issues and streamline processes. Always learning a wide array of scripting languages and multimedia tools.

**Technical Skills**

**Programming/Scripting Languages:** HTML&CSS, JavaScript, Java, C++, Swift, C#, 68k Assembly

**Miscellaneous:** Microsoft office, Adobe Illustrator, Adobe Experience Design (beta), Github, Tableau

**Work Experience**

**University Book Store** *September 2017-present*

Data Entry Specialist

* Regularly perform data entry on course book requests
* Maintain consistent communication with the Department’s Manager and Buyers on inventory levels, special orders and merchandising assortment
* Streamlined MS Excel ordering process to allow for greater efficiency in customer service functions for all employees

**School of STEM Undergraduate Academic Services** *September 2015 – September 2017*

Student Assistant

* Implemented a digitalized version of all internal and transfer application while maintaining the security of all files and sensitive student information
* Basic tasks include: assisting with database maintenance, managed files for nearly 1000 students, digitalized critical student information, providing registration assistance for STEM courses, assisting in application and orientation preparation for advisors

**Projects**

**CERDAS** – Non-profit Organization *November 2007 – present*

Web Developer

* Designed, developed and maintained website using HTML, CSS, jQuery, and bootstrap
* Created wireframe to plan website’s structure and functionality
* Contributed in the developing of client and server database application
* Tested front-end with a diverse group of people

**Portfolio Website** – Personal project *December 2017 – present*

Web Developer

* Designed and currently developing website using HTML, CSS, jQuery, and bootstrap
* Interviewed diverse individuals to gather information on how people would interact with website
* Created wireframe to plan website functionality

**Education**

**University of Washington-Bothell** *September 2014 – June 2017*

Bachelor of Science in Computer Science and Software Engineering

**Internship**

**Interactive Promotional System** – Fiscal Holdings LLC. *June 2016 – June 2017*

* Implemented an API marketing tool for mobile games used to increase and improve game-

player based expansion and promote mobile games through its players instead of ads and

pop-ups. Developed for Apple iOS using Swift.

* Designed survey research studies including questionnaire development, sample selection, checking survey results, incorporating feedback to implementation, statistical analysis and data reporting

**Extracurricular Activities**

**Seattle VR Hackathon** *November 2016*

Team Member

* Designed, developed, and tested an avatar dating app using Unity and Oculus
* Received 4th place for Best VR App

**H[app]iness Development (HappDev)** *September 2015 – December 2016*

Co-director/Operations manager

* Founded a student developers to congregate and build/apply their skill-sets in computer programming to better campus life through creation of web, media, and other computer applications
* Won most efficient code for streaming iOS application for campus radio which was written in Swift using Xcode in pre-hack competition at AT&T X Seattle Parks and Recreation Hackathon.