

Emma Nelson

Objective

Seeking an interaction design, user experience, or web design co-op position for summer 2014.

Education

Rochester Institute of Technology, Rochester, NY - Expected May 2015
Bachelor of Science in Software Engineering - GPA 3.81 of 4.0

RELEVANT COURSES:

Human Computer Interaction II, Human Factors, Web Engineering, Usability, Project & Process Management, Human Communication, Typography, Design I, Imaging Science, Vector Imaging

HONORS AND AWARDS:

Presidential Scholarship, Honors Scholarship, Dean's List 2010-13, National Society of Collegiate Scholars

Experience

CO-OP IN HUMAN FACTORS

THE MITRE CORPORATION, E542 – OPEN SERVICES

BEDFORD, MA

6/13-PRESENT

Designed and implemented a UI for a personnel recovery system using Ruby, Sinatra, jQuery, Bootstrap, and CouchDB. I created all interaction, the look and feel, and formatting. I crafted a usable, interactive web form from the pieces of the old PDF form the system will replace.

RESEARCH ASSISTANT ON JBRICK FOR IOS

SOFTWARE ENGINEERING DEPARTMENT AT RIT

ROCHESTER, NY

8/12-11/12

Collaborated on a multi-touch application for children to program Lego Robots on an iPad using a drag-and-drop editor. I focused on graphic and interaction design for the code blocks.

TECHNICAL INTERN

FIDELITY INVESTMENTS

MERRIMACK, NH

6/12-8/12

Researched and designed a UI for a fleet dispatch system for iOS and Android using Illustrator.

RESEARCH ASSISTANT ON JBRICK

SOFTWARE ENGINEERING DEPARTMENT AT RIT

ROCHESTER, NY

3/12-5/12

Worked on an accessible IDE for NXC and Lego Mindstorms written in Java. I made it accessible on OSX and wrote error handling code to make stack trace behave similar to Eclipse IDE.

Projects

- Collaborated on a project to build an MVC4 .NET web application that would allow users to check Facebook, chat with their friends, track stocks, and maintain a calendar.
- Worked on a team developing a prototype for a cross-device digital classroom. Did all the graphics for the project, including logos and UI layouts.
- Built an actor-based simulation of airport security in Scala for concurrent systems.
- Acted as team coordinator for a point of sale project in Java. Also designed and built the entire user interface for the system.

Skills

- Programming Languages: Java, Ruby, Python, C++, Scala
- Frameworks & Libraries: jQuery, Sinatra, Bootstrap
- Developer Tools: Eclipse, Sublime, Vim, XCode 4
- Version Control Systems: Mercurial Hg, Git, SVN
- Other: HTML5, CSS3, Design Patterns, Illustrator, Photoshop, Visio, In Design

Activities

STUDENT COODINATOR - SE HONORS PROGRAM @ RIT

1/13-5/13

Started a student social program for honors students in the software engineering department by organizing and facilitating events in an effort to increase student participation.

PUBLIC RELATIONS - SOCIETY OF SOFTWARE ENGINEERS @ RIT

5/11-2/12

Managed communications with companies and alumni, facilitated student participation for open houses, and started a functional committee for the first time.

MEMBER – RIT PEP BAND

9/10 - PRESENT

Play at men's and women's hockey games and special events in the clarinet section.

MAILING ADDRESS

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ONLINE PRESENCE

Google Code
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Tumblr
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OTHER HOBBIES

Reading
Playing piano
Textile Arts
Scrapbooking

