Elizabeth Dinh

https://elizabethdinh.com/ elizabethdinh21@gmail.com (949) 599-8995

Experience

NAWCWD Computer Scientist – Logistics & Maintenance Web App October 2021 – present

- Assisting senior developers with UI/UX development, business process and logic translation, and database procedure development/integration.
- Using ASP.NET Core, HTML 5, JavaScript, SASS, PureCSS, jQuery, Node.js, and SQL to develop the web app.

NAWCWD Computer Scientist – ARTISA Search Engine

April 2021 – October 2021

- Supported the frontend and backend of the ARTISA search engine and assisted with A/B testing to compare the accuracy and search speed between different models.
- Used Vue.js, Python, Django, and SQLite to implement 9 new features.
- Assisted the lead full-stack developer to make improvements to the UX/UI design.

Tech4Good Undergraduate Research Assistant

September 2019 – September 2020

- Studied the intersection of computational systems and human-computer interaction and acted as a UX designer and front-end developer on projects.
- Designed high fidelity prototypes with Figma and conducted interviews for needfinding and evaluation of microlearning platform, Collectively.
- Used AngularJS and TypeScript to implement the Tech4Good website.
- Increased the number of Collectively participants by 175%.

Projects

Virtual Pet Game/Mood Tracker

January 2021 – April 2021

- Drew sprites and used Godot, GDScript, and Python to make a virtual pet game that also helps keep track of the user's moods over time.
- Submitted as an entry to CruzHacks 2021 and won a \$2000 sponsorship from UC Santa Cruz to continue the project as a team of 4.

WorldBuilder

September 2019 – December 2019

- Designed and developed a procedural map generator for tabletop RPGs such as Dungeons and Dragons and Pathfinder.
- Implemented UI and database into the web app using JavaScript, React.js, Node.js, and Firebase.

Skills

Methodologies: Scrum, Agile, usability testing, A/B testing, personas, stakeholder interviews, user interviews, wireframes, prototypes, use case analysis, heuristic evaluations, user stories Languages/Frameworks: Java, C, Python, Django, JavaScript, SQL, PostgreSQL, Vue.js, React.js, Node.js, ASP.NET, HTML, CSS, Sass, Android SDK, Firebase, D3.js, jQuery, TypeScript Software Tools/Engines: Git, UNIX, Visual Studio Code, Godot

Education

University of California, Santa Cruz

• B.A. in Computer Science and B.S. in Cognitive Science

Graduation Date: August 2020