

EXPERIENCE

Alumni Manager - Girls Who Code April 2017 - Present

- Continue all previous responsibilities as Online Community Manager
- Maintain and report student and company records on alumni job and internship platform, "HireMe"
- Build relationships with 100+ HireMe partner companies
- Launch and analyze success of alumni initiatives
- Connect and strengthen a community of over 40,000 alumni and ensure their success through events, job opportunities, giveaways, learning resources, advice columns, and a monthly newsletter

Online Community Manager - Girls Who Code September 2016 - April 2017

- Prepare strategies, community guidelines, and goals Gather statistics and raw data for Loop and in one-year plan for launch of Girls Who Code's app, Loop
- Share relevant content and run campaigns to increase user acquisition and engagement statistics - Resolve technical issues, compile bug reports, and for a growing community of 4,000
- aggregate data into analytics reports
- Manage teams of brand ambassadors, mentors, and leaders to drive a sense of community
 - provide guidance to users and development team

Hiring Consultant & Site Lead - Girls Who Code December 2015 - August 2016 & December 2016 - July 2017

- Conduct over 200 interviews and provide feedback for final hiring decisions to hire 450 teachers and TAs for Summers 2016 & 2017
- Coach and support five teaching with curriculum, classroom management, team dynamics, emergencies, and logistics
- Communicate between teachers, students, parents, and corporate partners: IBM, Disney, The Saban Foundation, and AT&T
- Attend and speak at events on behalf of Girls Who Code

Summer Immersion Program Teacher - Girls Who Code June - August 2015

- Lead a classroom of 20 students and two TAs
- Prepare lessons to cover several aspects of computer science
- Act as liaison between Girls Who Code and host company, General Electric
- Assess student progress with hard and soft skills

Lead Technical Artist and Programmer - The Metacosmic Earth Race & Indie Team Studio 2014 - 2015

native language, ShaderLab

- Develop all major in game shaders and using Unity's - Create scripts with GUI front ends to reduce actions in Maya

Web Developer - Robot Envy & Freelance 2014 - 2015

- Build custom sites from scratch and modify Wordpress child templates with PHP
- Develop with design and flexibility in mind
- -Create custom widgets and UI for clients

AWARDS AND ACHIEVEMENTS

Web Development Workshop Leader

Benjamin A. Gilman Research Grant - Recipient

Freeman-Asia Research Grant - Recipient

SKILLS

Dell: DWEN (Dell Women's Entrepreneurial Network) - C++, C#, Javascript, Python, WebGL, HTML/CSS, PHP, Data Aggregation, Embedded Systems, Project Management, Photoshop, Illustrator

T EDUCATION

Rigging Dojo - Rigging 101 Certification 2016

Columbia College Chicago Chicago, IL - Computer Science: Game Programming BS 2015

Kwansei Gakuin University Osaka, Japan - Research Semester Abroad 2013

Kendall College of Art and Design Grand Rapids, MI - Fine Art 2010