

monique legaspi

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education

University of Pennsylvania, Philadelphia, PA (expected grad Aug 2023)

+ M.S.E. in Computer Graphics & Game Technology

Princeton University, Princeton, NJ (Sep 2018 - May 2022)

+ B.S.E. in Computer Science, Certificate in Visual Arts

skills

Technology: Java, Python, C, HTML/CSS/JS, React, Adobe CC, Figma, Procreate, LaTeX
Research: lab work, collecting/organizing data, writing/presenting academic papers

experience

Designer & Web Developer, OneStudio Media Agency (Fall 2021 - Spring 2022)

+ aided in coding official website, web applications for on-campus clients

COS 126 Grader, Princeton University (Spring 2020 - Spring 2022)

+ graded & provided feedback on weekly Java programming assignments for intro CS course

Software Engineer Intern, Publicis Sapient (Summer 2021)

+ UI/UX Lead: designed & implemented WCAG 2.0 AA-compliant chatbot for Mercedes-Benz USA website

OIT Web Development Services Intern, Princeton University (Spring 2021)

+ designed & implemented components of new Jazz Design System to be used across all Princeton-affiliated sites

COS 126 Lab TA, Princeton University (Fall 2020)

+ assisted students with debugging weekly Java programming assignments for intro CS course

Physics Video Animator, Princeton University (Summer 2020)

+ hand-/computer-animated short videos explaining research conducted by Prof. Kasey Wagoner

projects

left unsaid, VIS Senior Thesis (Fall 2021 - Spring 2022)

+ wrote, illustrated, & coded point-and-click video game exploring communication

BUGCATCHER!, COS Senior Independent Work (Fall 2021)

+ developed educational game website to teach intro CS students to debug in Java

Hello, World!, COS 426: Computer Graphics (Spring 2021)

+ used ThreeJS library to create web-based, open-world nature photography game

KING OF THE TOWN, STC 209: Transformations in Engineering & the Arts (Spring 2021)

+ used HTML/CSS/JS to build custom interactive CYOA/personality-quiz website

ex·qui·site·cor·pus, PWiCS Agora Workshop (January 2021)

+ used Agora API to build game website with videochat & real-time messaging

Tiger Cookbook, COS 333: Advanced Programming Techniques (Fall 2020)

+ used React, Firebase, Express Node.js to create 3-tiered social media platform for students to share recipes

training

Accenture Student Leadership Program, Virtual (Spring 2021)

Out for Undergrad Technology Conference, Virtual (October 2020)

+ panels & mentorship meetings highlighting diversity, authenticity, & social justice in tech

Google's Queer Tech Voices Summit, Los Angeles, CA (January 2020)

+ technology leadership conference at Google's LA headquarters

+ participated in UI/UX research with The Trevor Project

activities

President, Princeton YA (is) Lit Book Club

Senior Writer & Publicity Team, Princeton University Playwright's Guild

Percussionist & Librarian, Princeton University Band

Percussionist, Princeton University Sinfonia

Prospect Columnist, The Daily Princetonian