Frances Peters

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EDUCATION

Northeastern University, Boston, MA | Khoury College of Computer Sciences   Sep. 2023 – Present
Candidate for Bachelor of Science in Computer Science and Design
Cumulative GPA: 3.5/4.0 | Dean's List | Study Abroad: Northeastern University London, Spring 2024
Relevant Coursework: User Experience Design, Color and Composition, Designing Interactive Experiences, Object-Oriented Programming, Algorithms & Data Structures, Graphic Design Principles

TECHNICAL KNOWLEDGE

Languages: Java, JavaScript, HTML, CSS, SQL, Kotlin, Python
Operating Systems: MacOS, Windows
Tools: Figma, React Native, Visual Studio Code, IntelliJ, Git, Node.js, PostgreSQL, Adobe Suite

EXPERIENCE

Row 34 | Boston, MA   Aug. 2024 – Present
Host
- Managed front-of-house amenities in a fast-paced environment, answered phone calls, organized seating charts
- Handled reservations to seat over 180 guests each night
- Welcomed and seated guests over 49 parties using interpersonal skills to create a hospitable environment involving de-escalation of tension to manage conflict for guests

Museum of History & Industry | Seattle, WA   June 2024 – Aug. 2024
UX/UI Designer
- Collaborated with stakeholders to evaluate the limitations of the museum's static map design and identify opportunities for improvement
- Conducted user-centered research through interviews with museum-goers to understand their needs and challenges
- Brainstormed solutions using storyboarding, user flow mapping, and low-fidelity prototyping
- Led the design team in developing an interactive prototype in Figma, integrating preexisting museum gallery maps to allow users to compare and contrast multiple exhibits
- Performed usability testing with 4 participants to identify design weaknesses and set goals for future iterations
- Presented the final design to stakeholders and an audience of 50+ students

PROJECTS

SESH | Figma, JavaScript, React Native, Node.js, Google Maps API   Nov. 2024 – Present
- Designed and developed an iOS and Android mobile application to help skateboarders locate skate spots within their geographic area
- Created the user interface using Figma, and learned how to use React Native to program the frontend
- Maintained data in a JSON file to store and manage skate spot locations, ensuring reliable information for users; Currently implementing a scalable database with PostgreSQL for future expansion

Marble Solitaire Program | Java, IntelliJ, GitHub   July 2024 – Aug. 2024
- Developed a Marble Solitaire game in Java, collaborating with a partner and using GitHub repositories to manage and safely contribute code
- Implemented the Model-View-Controller (MVC) design pattern, enabling support for multiple board types and facilitating the addition of new features
- Conducted thorough testing to ensure functionality

INTERESTS: Skateboarding, Design, Charcoal Drawing, Collaging, Bananagrams, Video Games