

Michelle Dick

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» Education

University of California, Santa Cruz, CA

BS Cognitive Science, Human-Computer Interaction, June 2015

» Skills

Coding

- HTML5/CSS3/Javascript
- Bootstrap3/jQuery
- Python/Java/C
- LessCSS/Sass
- AngularJS
- Swift

Design

- Adobe Illustrator
- Sketch 3
- Adobe Photoshop
- Adobe After Effects
- Blender 3D Rendering

Languages

- English
 - Indonesian
 - Mandarin Chinese
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» Work Experience

BitMesh, Santa Cruz, CA

Front-end Developer and UI/UX Designer, May 2015 – September 2015

- Coded and designed responsive mobile-friendly UI for BitMesh's bitcoin incentivized mesh network using HTML5, CSS, Javascript and jQuery
- Designed and animated colorful tutorial graphics to explain the BitMesh product in simple user friendly terms

UC Santa Cruz Recreation, Santa Cruz, CA

Web Designer and ITS Admin, May 2014 – July 2015

- Creator of website for University of California Recreation Department
- Designed and presented new recreation guide for OPERS board of directors
- Used open-source Javascript mapping libraries to create maps of facilities
- Created 64 pages of professional graphic materials in one weekend
- Documented methods and style guide for department's quarterly activity catalog

Natural Language and Dialogue Systems Lab, Santa Cruz, California

Animator and Research Assistant, April 2014 – June 2015

- Used Python and JSON to auto-generate animation scripts and text-to-speech audio
- Developed categorization methods for gesture animations, based on emotion, iconic meaning and correlation with Ten-Item Personality Inventory
- Analyzed gesture mirroring for a lab developing realistic virtual personalities

Language and Cognition Lab, Santa Cruz, California

Psycholinguistics Research Assistant, December 2013 – December 2014

- Worked with PRAAT linguistics software, E-Prime psychology research tool and Adobe After Effects for motion tracking
- Prepared sound/audio equipment and ran participants for experiments
- Collected and encoded auditory and articulatory participant data

» **Projects**

PipeChat, Santa Clara, CA

Role: UX / UI Design for iOS

- Designed visual style guides for bootstrapped iOS chat app that encompasses all of the features of other competitor apps in the market on a single chatting platform

Grapevine, Santa Cruz, CA

Role: Front End Development, UX / Visual Design

- Application allows people to simulate search engine queries from within other countries; displays results in columns side-by-side for easy cross-country comparison
- For 72 hour hackathon project, developed application with team of three using HTML5, CSS, Bootstrap3, Python, Flask, Jinja, jQuery, Tor, and Google Cloud APIs

BrainCharmers, San Mateo, CA

Role: UX / Visual Design

- Created graphics and animated sprites for computer game that teaches children about practical neuroanatomy, evolutionary biology, and computer programming
- Sketched out plans for game mechanics, dynamics, and aesthetics to create a fully immersive educational experience for children

Magician's Hat Virtual Reality Switcher, Santa Cruz, CA

Role: UX Design, 3D Rendering, Texture Mapping

- Worked with team of four to create an application switcher for the Oculus Rift DK2
- Designed UX that allows users to use voice commands to exit the game and load another without taking off the headset

Brain Mind and Consciousness Course at UCSC, Santa Cruz, CA

Role: Student Mentor

- Led a course section as an undergraduate at the University of California, Santa Cruz
- The section covered a variety of theories about psychiatry and mental illness, human perception, subjectivity and objectivity, artificial intelligence and technology, and human identity