

GRACE DOMEL

• computer science & psychology student •

EDUCATION

University of Illinois at Urbana-Champaign

B.S in Computer Science, May 2021

B.S in Psychology (Diversity Science), May 2021

Cumulative GPA: 3.94 | Majors GPA: 4.0

James Honor Scholar 2017-2020

Rankin Scholar 2017-2018

Courses:

Introduction to Programming (Java)

Freshman Honors (Python, JavaScript, CSS, HTML)

Discrete Structures

Statistical Analysis (R)

Data Structures (C++)

Computer Architecture (Fall 2019)

Virtual Reality (C#, Fall 2019)

Art & Science of Web Programming (Spring 2020)

Social Communication in Digital Media (Spring 2020)

Intro to Algorithms & Models of Computation (Spring 2020)

PROJECTS

Tails Humane Society Adoption App (DeKalb IL) 2019

• A mobile app created for a local animal shelter that helps potential adopters find a compatible pet •

§ Designed and developed UI scheme for adoption app using Ionic and Adobe Creative Cloud

§ Created trait filtering functionality to find compatible companions using Ionic

§ Designed a stress test using shelter volunteers

FLDZ (Urbana IL), 2018

UI Designer

§ Collaborated on the creation of a mobile app that calculates an individualized goal for the amount of water to drink each day

§ Designed and developed the UI to create a pleasant front-end for the application using Creative Cloud and Haiku Animation.

§ Coordinated front-end with back-end to ensure a smooth experience using Scrum, Visual Studio and Firebase

§ Demonstrated app progression and its final features to other members of the class

Gender Discrimination & Stereotypes in Computer Science (Research Paper) Champaign IL, 2019 - 2020

§ Conducted literature searches and created a survey-based experiment to compare the experiences of female and male CS students

§ Analyzed survey data and existing diversity programs within the department to review current opinions of the CS learning environment and how to better it for all students

§ Collaborated with the CS department on helping create a more welcoming environment for both student staff and students in an elective course

EXPERIENCE

CS196 Honors Section (Urbana IL), 2018 - Present

Project Manager & Course Assistant

§ Assisted two student groups in designing a song tagging application and an online version of the board game Khet using GitHub, Unity, C#, and JavaScript

§ Mentored students and fostered a warm work environment by sharing personal experiences in computer science classes and establishing relationships with each group member

§ Maintained an organized milestone schedule using Trello and Scrum and ensured meetings stayed focused to finish application milestones on time

§ Reviewed students' code and provided constructive criticism using GitHub as well as encouraging them to be independent and organized while solving GitHub or code errors.

§ Advised students on the best methods and tools to use to develop a quality product by aiding in research to find similar applications

SwaTaleem Foundation (US & India), Summer 2019 - Present

Social Media Manager

• An award-winning and international nonprofit working to keep underprivileged girls in India in school •

§ Oversaw and designed social media posts to promote the work of the nonprofit on Instagram, Facebook, and LinkedIn

§ Updated and maintained main organization website

§ Crafted and organized articles promoting the work of SwaTaleem for local newspapers including *The Public I*

Social Cognition & Law Lab (Champaign IL), 2018- Present

Research Assistant

§ Analyzed reactions of students in a mock jury for a variety of discriminatory factors

§ Collected and organized information from literature searches and academic articles relevant to the experiment

§ Recorded and reported findings of individual student juries to update other research assistants in the group

§ Gathered, organized and assisted in analysis of experiment data and maintained participant privacy and experiment organization

CS196 Executive Board (Urbana IL), 2018 - Present

Design & Branding Creative Director

§ Created original design scheme for class materials with Adobe Photoshop and Illustrator

§ Designed promotional materials to help market the class

§ Managed promotional materials budget and communicated with suppliers

§ Ensured brand presentation was consistent and well-projected

SKILLS

Computer Languages

• Java • Python • C++ • CSS • HTML • JavaScript • C#

Tools

• Adobe Creative Cloud • MS Office • Git • GitHub • Haiku Animation • Subversion • Visual Studio • Eclipse • Ionic •

Languages

Spanish (Intermediate)