

MARISA GIANFORTUNE

Cornell University '16 - Information Science B.S.

Major GPA: 3.59/4 Cumulative GPA: 3.5/4

Purpose: To create useful, innovative software
for all levels of experience.

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PRAGMATIC

INNOVATIVE

PERSONABLE

EXPERIENCE

Girls Who Code - New York, NY - Summer Immersion Teacher

June - August 2016

- Taught 19 students with passions for computer science a core curriculum of programming languages including **Javascript, Python, HTML/CSS** and **C++**, students learned from hands on activities and lectures
- Managed teaching team and worked closely with company host site as well as guest lecturers
- Promoted learning through research, exploration and testing of ideas to find creative and unique solutions

Lexmark Intl. - Lexington, KY - Usability Engineer Intern

September - December 2015

- Programmed interactive **Javascript** prototypes to generate dynamic webpages for usability researchers conducting testing and presentations
- **Moderated** live user testing research in **accessibility design** for the visually impaired, and documented multiple tests via note-taking and camera. The information was feedback for multiple dteams, and which was resent at the International Conference on Human-Computer Interaction 2016

Wedbush Securities Inc. - New York, NY - Front End Engineering Intern

June - August 2015

- **Designed** a grid for traders featuring changing a hierarchy's structure, navigation, managing filters and searches of data and displaying aggregate information using **Javascript**
- **Created a dynamic, self-updating** market grid using **AngularJS**, reinforcing stock traders' confidence
- Using **Scala**, accessed top level user data from **Redis servers** to store updated settings and market information with rest verbs and call back functions for easy debugging by future project engineers

Cornell University - Ithaca, NY - Usability Design Assistant Researcher

May - August 2014

- Assisted professors and inter-disciplinary professionals **developing an improved** moderation interface with higher **efficiency** for regulationroom.com, an experimental government policy forum
- **Implemented HTML/CSS, Javascript, and Basalmiq wireframes** to test each design for efficiency, usability and representation of the research examined

OTHER EXPERIENCE

Cornell Game Design Initiative - Ithaca, NY - Lead Design

May 2014 - May 2015

- Lead designer on teams of five to seven members creating **innovative and exciting gameplay** through effective teamwork and user testing on each stage of game production
- Created innovative, distinct, and **beautiful worlds** by **designing and drawing** in-game elements, including animations, character designs, and user interfaces. Won **Most Innovative for its class** in the spring Game Design Initiative at Cornell Showcases for 2014 and 2015
- **Supervised all art assets** and user interfaces in each game, serving as **point in user experience** and design for all games

COURSEWORK

Human Computer Interaction ~ Ubiquitous Computing ~ Designing Technology for Social Impact ~ Web Design ~ Object Oriented Programming with Java ~ Game Design for Mobile Devices ~ Speech Writing

SKILLS AND LANGUAGES

Programming: **Javascript, AngularJS, HTML/CSS, Python, Scala, Java, SQL, PHP, C++, Ajax, Redis**

Design: **Photoshop, Basalmiq, InVision, JustInMind**

AWARDS AND RECOGNITIONS

Excellence in Research, Cornell Class of 2016, Information Science

Graduated Cum Laude, Class of 2016

Teaching Assistant Recognition Award, CS 3152/4152 Introduction and Advanced Game Design, Spring 2016