

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

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
- Drafted and completed final design documents for interface presentation to varying cross-disciplines
- 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 design, software and hardware teams, and which will be presented 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

Nassau County Legislature - Mineola, NY - Legal Council Intern

May - August 2013

- Presented and researched information regarding Nassau Coliseum Renovations to Legislative Minority
- Organized and presented Contract Files and Capital Budget Plans for legislative councils' for review

OTHER EXPERIENCE

Cornell Game Design Initiative - Ithaca, NY - Lead Designer

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, Scala, Java, SQL, PHP, 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 Spring 2016