

MARISA GIANFORTUNE

Cornell University '16 - Information Science B.S.

Major GPA: 3.59/4 Cumulative GPA: 3.52/4

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

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

June - August 2015

- Designed** a grid for traders featuring a changing hierarchy's structure, navigation, managing filters and searches of data and displaying aggregate information using **Javascript**
- Created 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 to create a higher **efficiency** focusing on regulationroom.org, an experimental government policy forum
- Implemented HTML/CSS, Javascript, and Balsalmiq 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, 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 as user testing on each stage of game production
- Created innovative, distinct and beautiful worlds** by **design 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 ~ Networks ~ Designing Technology for Social Impact ~ Web Design ~ Object Oriented Programming with Java ~ Cognitive Science ~ Game Design for Mobile Devices ~ Calculus II for Engineers ~ Statistics ~ Linear Algebra ~ Speech Writing

SKILLS AND LANGUAGES

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

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