Software Engineer
Specializing in full-stack web development

Grace Manning

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Computer Science, B.S., University of California, Irvine

Education

Graduated June 2023

University of California, Irvine – *B.S. Computer Science*
- Design & implementation of data structures and algorithms
- Database management systems (MySQL, PostgreSQL Cassandra, MongoDB)
- Principles in software design, human-centered design
- Information retrieval and user interaction software

Member of Campuswide Honors Collegium & Dean's Honor List recipient

Skills

Technical:
- **Web Dev:** HTML, CSS, JavaScript, React, Angular
- **App Dev:** Flutter/Dart, Android Studio, Xcode
- **UI/UX:** Figma
- **Other languages:** Python, C++, C, Java, Racket
- **Tools:** Git/GitHub, AWS, MongoDB

Interpersonal:
- Comfortable with public speaking.
- Experienced leader and team player.
- Creative problem solver.
- Open and honest communicator.
- Adaptable, inspired to learn.

Projects

Undergraduate Research, September 2022 – June 2023
- Built a web crawler using Puppeteer in Node.js to scrape data from 5 fast fashion and 5 slow fashion retail websites.
- Ran the crawler using the AWS Elastic Compute Cloud (EC2) to scrape data for 11+ hours on a virtual machine.
- Analyzed the findings to determine quantitative differences in website structure and design.
- Tech stack: Typescript / Node.js.

Cowculator (mobile application), October 2023
- Designed a cow-themed calculator mobile application in Figma and built it using the Flutter framework.
- Utilized XCode and Android Studio to test the app on simulators and ensure a unified cross-platform experience.
- Tech stack: Flutter / Dart.

Personal Website, December 2021 – Present
- Designed and built a portfolio website, hosted on GitHub pages.
- Tech stack: React.js, HTML, CSS.

Work Experience

Office Assistant & Website Administrator at Pure Lab Solutions, July 2018 – Present
- Assisting remote workers by taking on-hand inventory counts, receiving packages into inventory, and completing physical filing tasks.
- Determining methods to improve office processes in the Corporate, Service, and Accounting departments.
- Maintaining the company website in Squarespace and improving the appearance & accessibility through the design.

Campus Representative at Undergraduate Admissions – UC Irvine, July 2021 – March 2022
- Informed prospective students, parents, and other visitors about UCI through in-person and virtual guided tours.

Summer Intern & Coding Instructor at ThoughtSTEM LLC, July 2017 & July 2018
- Taught summer camp classes in robotics, Arduino, 2D game design, and application development.
- Learned the Racket programming language and application development in Unity.

Leadership

VenusHacks, UCI's largest women-centric hackathon
Co-President, 2022-2023
- Oversaw higher-level hackathon operations and managing communication between three committees.
- Planned an event with over 400 attendees, including organizers, volunteers, hackers, mentors, judges, and speakers.

Marketing Organizer – Website Team, 2021-2022
- Updated and maintained the VenusHacks website. Familiarized myself with the preexisting codebase in React.
- Learned how to open issues, open pull requests, and do code reviews in Github.

Women in Information & Computer Sciences (WICS) at UCI
Marketing Chair, 2021-2022
- Led a team of 6 graphic designers and 5 marketing committee members to create social media posts, design club t-shirts, organize the WICS booth at campus events, and increase event attendance.

Marketing Committee Member, 2020-2021 & 2022-2023
- Completed tasks to advertise WICS, encouraged students to get involved, and assisted with setup / cleanup of weekly general events.