GRACE FAN

gracefan.me

fangrace.k@gmail.com
832.282.2667

EDUCATION

TEXAS A&M UNIVERSITY
COLLEGE STATION, TX

BS Computer Science, May 2020
Art Minor//Digital Media Emphasis
Cumulative GPA: 3.88

SKILLS

Research

Prototyping, Wireframing, Surveying
Affinity Diagrams, Usability Testing

Design

XD, Figma, Sketch
Photoshop, Illustrator, InDesign
After Effects, Premiere Pro, Maya

Development

HTML + CSS, SCSS, JavaScript,
jQuery, C++, C#, Swift

HONOURS

Dwight Look College of Engineering
Honors Program Scholar

Grace Hopper Celebration
Scholarship

ConocoPhillips Industrial Affiliate
Program Scholarship

Aggies Invent Competition First
Place Finalist

Raymond H. Eubank '48 Family
Scholarship in Computer Science

EXPERIENCE

TAMUHACK
DESIGN DIRECTOR   May 2018 – Present

- Prototyped website in Figma, designed UI, and developed website content for Texas A&M's largest annual hackathon
- Redesigned branding materials such as logo, sponsor documents, and banners in Adobe Illustrator and InDesign

SANDIA NATIONAL LABORATORIES
UX DESIGN INTERN   May – Aug 2018

- Developed high-fidelity prototypes in HTML and SASS to conduct usability tests for different content types
- Researched existing pattern libraries and typographic scales through online databases and eye-tracking studies

GOOGLE
CODEU STUDENT DEVELOPER   Feb – May 2018

- Collaborated with a team to design and build a web application using Java, JavaScript, HTML and CSS, leveraging Java servlets, AppEngine, and the Google Cloud Platform and APIs
- Contributed to Open Source software using Git, conducted code reviews, and extended an existing codebase

BITGRANGE
SOFTWARE TEAM LEADER   Sept 2017 – Mar 2018

- Worked on wireframing for an iOS application that uses microcontrollers to produce a smart hydroponics system
- Coded app functionalities, including transitions, animations, user login and authentication with Google Firebase and Swift and created graphics using Adobe Illustrator

HACKTX
HACKATHON PARTICIPANT   Oct 2017

- Created a VR audio-visualizer using a piano keyboard connected with a MIDI plugin in Unity
- Modelled 3D animations in Maya and coded color changes based on RGB values and key inputs in C#

NATIONAL SCIENCE FOUNDATION
I-CORPS SCHOLAR   June 2017 – Aug 2017

- Modelled digital prototypes for an educational tool using Swift
- Designed and presented engaging presentations to clientele to promote prototypes using InDesign