

# ***Lisa Ha***

*designer + developer*

## **Education**

Pacific Lutheran University  
Class of 2024 • 3.80 GPA  
B.A. Computer Science +  
Transformative Art and Design  
with Communications minor

## **Relevant courses**

Graphic Design 1-3  
Decolonizing Design  
Digital Storytelling  
Java Programming  
Data Structures  
Artificial Intelligence

## **Projects**

### **QuickDraw!**

May 2022 – Sep 2022  
Developed an aesthetic online  
speed-drawing game in a small  
team. Played a full-stack role in  
project using React, Typescript,  
Firebase, Python, and Beautiful  
Soup.

### **Underrepresented Authors**

May 2021 – Sep 2021  
Collaborated in a small team to  
create a web application that  
uplifts books written by  
underrepresented authors.  
Played a back-end role in  
scraping data using Python,  
Beautiful Soup, and Selenium.

## **Tools**

adobe suite, figma, procreate,  
react/typescript,  
html/css/javascript, java,  
python, unity/c#

lh.halisa@gmail.com  
halisa.github.io/portfolio  
linkedin.com/in/lisa-ha24

## **Experience**

### **Graphic Design Intern • University of the West Indies** *Mar 2023 – May 2023*

Created 5+ branding, marketing, and painted materials  
for the Institute for Gender & Development Studies to  
advance social justice missions and goals.

### **Marketing and Communications Design Intern • PLU** *Sep 2020 – Dec 2022*

Designed 45+ online/print event marketing materials,  
animation/video projects, and other items for university  
clients such as admissions and athletics.

### **Software Engineering Intern • OfferUp** *Jun 2022 – Sep 2022*

Completed a full-stack project using Typescript, React,  
GraphQL, Java, Postman, and Charlie. Learned how to  
manage time in my project within the Agile iterative  
methodology.

### **Asian Pacific Islander Club Officer • PLU** *Apr 2021 – May 2023*

Served as vice president and treasurer to facilitate  
community and dialogue between the Asian Pacific  
Islander student body.  
Co-organized 2 campus-wide cultural events that each  
engaged 150+ participating students.

### **Saxifrage Literary Arts Magazine Co-Editor • PLU** *Jan 2021 – May 2022*

Co-designed and typeset a 76-page physical printed  
book featuring 25+ contributors in PLU's arts community.  
Co-edited a website to feature the works of 30+  
students.

### **Computer Science Summer Institute Student • Google** *Jul 2020*

Developed 15+ web applications and games using the  
JavaScript p5.js library and collaborated in a team to  
create a 3-D game level using WEBGL.