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Education

Indiana University Bloomington

Bloomington, IN

-Bachelor of Science in Informatics, Human Computer Interaction | UX/UI

Class of 2020

Skills

Programming Languages: HTML, CSS, SQL, PHP, & Python

Frameworks and Tools: Git, Tableau, SSH, AWS, AGILE & SCRUM, Figma, Sketch, Adobe Suite

Photoshop, Illustrator, Premier Pro, Lightroom and XD

IMPACT Project -A multimedia project with the objective to bring awareness to phone users about Mental Health and limiting phone usage https://www.youtube.com/watch?v=eU8G7ENctc&t=4s

Tool Finder -Developed user-tested research and gave the test to 45 students and 28 professors that lead to the development of the toolfinder application for users of Indiana University's resources.

Experience

Shoemaker Innovation Center, Bloomington, IN

January 2019 – May 2019

Client Manager, Advisory Practice

- Provided financial resources, support to 30+ student startups at Indiana University
- Tracked clients with a live Excel spreadsheet that holds and displays program statuses & calculates insightful statistics.
- Lead bi-weekly standup meetings to develop internal relationships with clients to.
- Organized, guest speaker lead events + workshops and orders food for the center.

Indiana University eLearning and Design Services, Bloomington, IN

August 2017 – March 2018

eLearning and Design services Intern

- Worked with Instructional Designers to explore potential threats that have been identified as potentially beneficial at IU for online classes in Canvas (LMS).
- Reported to internal team on design opportunities and challenges and conducted UX research to fix problematic design issues on one.iu.edu.
- Created a manual to onboard other interns to assist them in testing out the tools under review.

Tech Point, Indianapolis, IN

June 2018 – August 2018

Web Development Bootcamp (XTERN)

- Participated in a rigorous 3-month intensive training course hosted by, TechPoint.
- Focused on developing skills in HTML, CSS, JavaScript, React native.
- Practiced professional development by volunteering also by learning the use of Agile & Scrum methodology.

Volunteer & Leadership

Diversity Enrichment Achievement Program (D.E.A.P.), Indianapolis, IN

September 2017 - Present

Student Lead, Mentor

- Collaborates with other "D.E.A.P." members to create and execute both professional and social events for IU students.
- Serves as a professional and personal mentor to freshmen scholars to ease the transition from home to university life.

Christamore House Community Center, Indianapolis, IN

June 2016 – Present

Volunteer, Scholar

- Prepares low-level coding projects for 9-12th graders to maximize their technological fascination.
- Encourages children to have superb citizenship while also striving for academic excellence by being a role model.