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Education

Indiana University Bloomington

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

Bloomington, IN

Class of 2020

Skills

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

Frameworks and Tools: Git, Tableau, SSH, AWS, AGILE & SCRUM, Figma, Sketch, Adobe Suite |
Photoshop, Illustrator, Premier Pro, Lightroom, 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 -I created user tested research for the application developed to assist students and staff find applications/resources at Indiana University.

Experience

Shoemaker Innovation Center, Bloomington, IN

June 2018 – Present

Client Manager, Advisory Practice

- Provides financial resources, support to 30+ student startups at Indiana University
- Tracks clients with a live Excel spreadsheet that holds and displays program statuses & calculates insightful statistics.
- Leads bi-weekly standup meetings to develop internal relationships with clients.
- Organizes speaker 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 2019

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.