

# Carrie Mah

Computer Scientist | Developer | UX Designer

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## Education

### B.S. in Computer Science (Internship)

UNIVERSITY OF CALGARY

Calgary, Canada

September 2011 - June 2018

- Concentration in Human Computer Interactions and minor in Visual Studies, GPA 3.24/4.0

## Skills

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|--------------------------|--|
| <b>Skills</b>            | Interaction design, rapid prototyping, user research, website design     |
| <b>Tools</b>             | Visual Studio, JUnit and NUnit, MAMP, Photoshop, Illustrator, Git, LaTeX |
| <b>Languages</b>         | C#, XAML, WPF, Java, Processing  |
| <b>Web Technologies</b>  | Wordpress, HTML, CSS, Sass/Less, JavaScript, PHP                         |
| <b>Operating Systems</b> | Mac OS X Yosemite, Windows 8, Scientific Linux, Windows Phone            |

## Experience

### Developer Intern

CRITICAL MASS

Calgary, Alberta

May 2015 - August 2015

- Worked in an interdisciplinary team to create a strategic plan, creative design, social campaign, technical document, and a prototype in HTML5, Less, and Javascript for a mobile application.
- Developed responsive design to translate design layouts into a clickable prototype in Middleman, HTML, and Sass.
- Maintained an existing Wordpress site to include mobile capabilities through HTML, CSS, and Javascript. Designed and coded features in PHP such as a blog and event calendar. Created a detailed end user document discussing how to use the site.

### Undergraduate Research Assistant

INNOVIATIONS IN VISUALIZATION LABORATORY, INTERACTIONS LAB

Calgary, Canada

August 2014 - Present

- Contributed to a paper about how non-scientific disciplines can utilize large images and data on a high resolution large display. The paper was accepted into the 2015 ITS conference.
- Completed a paper about how products can be represented as fingerprints. The paper was accepted into the 2015 VIS Personal Visualization: Exploring Data in Everyday Life workshop.

### Summer Student

NUREVA

Calgary, Canada

May 2015 - August 2014

- Led development for a C# and WPF client application that used the University of Calgary's SoD (Society of Devices) framework, which allows multiple devices to communicate together and utilize spatial awareness.
- Developed, debugged, and implemented demonstrations for the client application.

### Undergraduate Research Assistant

INNOVIATIONS IN VISUALIZATION LABORATORY, INTERACTIONS LAB

Calgary, Canada

May 2013 - May 2014

- Designed sketches and prototypes for a research project in the field of information visualization.
- Developed in Processing and Java to compare the nutritional data between two products.

## Related Projects

### User Experience Designer

OPEN SOURCE DAY MICROSOFT DISASTER: RAPID TECHNOLOGY ASSESSMENT APPLICATION

Grace Hopper Celebration

October 2014

- Contributed user experience and design input in a group environment.
- Organized thoughts into paper wireframes and transferred to an online wireframing tool called Moqups.

## Software Developer

### HOTEL MANAGEMENT SYSTEM

University of Calgary  
January 2014 - April 2014

- Co-lead a team to ensure tasks were completed and enforced clean code programming practices.
- Utilized OOP practices to create a system in C# and WPF. Implemented a database using Microsoft's SQL Server.

## Software Developer

### LIBRARY CATALOGUING SYSTEM

University of Calgary  
September 2013 - December 2013

- Led the team to ensure work was accountable, delegated fairly, and deadlines were adhered to.
- Utilized the Task-Centered User Interface Design to document user stories. Create a prototype in C# and WPF.

## Volunteer Experience

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### Computer Science Department Representative

#### SCIENCE STUDENTS' SOCIETY

University of Calgary  
April 2015 - Present

- Create a Facebook group to share opportunities, events, and resources for undergraduate students.
- Coordinate and lead workshops such as the Google Design Sprint for Mobile and web languages.

### Digital Projects Team Lead

#### WOMEN IN SCIENCE AND ENGINEERING

University of Calgary  
April 2015 - Present

- Improving the online presence for the club by designing a Wordpress website.
- Creating wireframes, comprehensive design layouts, and content to explain the club, executive team, and a news system.

### Lead Instructor

#### GIRLS LEARNING CODE

Calgary, Canada  
May 2013 - Present

- Assist workshop attendees with their technical educational pursuits.
- Created slide decks and taught programming concepts, Scratch, HTML, CSS, branding, and design.

### President

#### COMPUTER SCIENCE UNDERGRADUATE SOCIETY

Calgary, Canada  
May 2014 - April 2015

- Organized a group of executives to plan social, academic and career-focused events for the undergraduate population.
- Strengthened relations with industry representatives and staff members to present at events for the undergraduates.
- Co-created a Resource section for students by including class notes, websites, and online videos to supplement their education.

### Demonstration Organizer and Participant

#### NSERC SURFNET WORKSHOP

University of Calgary  
June 2013

- Helped organize demonstrations in the Taylor Family Digital Library and Interactions Lab for the 2013 Surfnets workshop.
- Presented research on representing products visually as a fingerprint, which highlights their differences.

### Member and Competitor

#### PROBLEM SOLVING CLUB

University of Calgary  
October 2012 - Present

- Attended meetings and practice contests to strengthen programming and problem solving skills.
- Achieved good standings in provincial programming competitions in a team of two or three.

## Conferences

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### Presenter

#### IEEE VISUAL ANALYTICS SCIENCE & TECHNOLOGY, INFO VIS & SCIENTIFIC VIS

Chicago, USA  
October 2015

- Presented a paper about how products can be represented as fingerprints, which was accepted into the 2015 VIS Personal Visualization: Exploring Data in Everyday Life workshop.

### Presenter & Workshop Lead

#### CANADIAN UNDERGRADUATE COMPUTER SCIENCE CONFERENCE

University of British Columbia Okanagan  
July 2015

- Presented "How to be a Superhero" on how students can give back to the community by volunteering or mentoring.
- Led a workshop on Google's Design Sprint methodology and mobile design patterns to encourage Computer Scientists to design for the user when creating a mobile application or website.