

CarrieMah

Computer Scientist | Developer | UX Designer

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Education

University of Calgary

Calgary, Canada

B.S. IN COMPUTER SCIENCE

September 2011 - June 2018

- Concentration in Human Computer Interactions and minor in Visual Studies, enrolled in the Internship Program

Skills

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

Experience

Critical Mass

Calgary, Alberta

DEVELOPER INTERN

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.
- Implemented changes for the Nissan website by tracking changes with JIRA and using Adobe CQ5, Grails, HTML, and CSS.
- 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.

Innoviations in Visualization Laboratory, Interactions Lab

Calgary, Canada

UNDERGRADUATE RESEARCH ASSISTANT

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.

Nureva

Calgary, Canada

SUMMER STUDENT

May 2015 - August 2014

- Led development for a C# and WPF client application that used the University of Calgary's SoD framework, which allows multiple devices to communicate together and utilize spatial awareness.
- Developed, debugged, and implemented demonstrations for the client application. Bridged the communication gap between Nureva and the university.

Innoviations in Visualization Laboratory, Interactions Lab

Calgary, Canada

UNDERGRADUATE RESEARCH ASSISTANT

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

Open Source Day Microsoft Disaster: Rapid Technology Assessment Application

Grace Hopper Celebration

USER EXPERIENCE DESIGNER

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.

Hotel Management System

SOFTWARE DEVELOPER

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.

Library Cataloguing System

SOFTWARE DEVELOPER

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

Science Students' Society

COMPUTER SCIENCE DEPARTMENT REPRESENTATIVE

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.

Women in Science and Engineering

DIGITAL PROJECTS TEAM LEAD

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 generated by users and a moderator.

Girls Learning Code

LEAD INSTRUCTOR

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.

Computer Science Undergraduate Society

PRESIDENT

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 the Computer Science staff to present at events for the undergraduates.
- Co-created a Resource Wikipedia page for Computer Science undergraduates by including class notes, websites, and online videos to supplement their education.

NSERC Surfnets Workshop

DEMONSTRATION ORGANIZER AND PARTICIPANT

University of Calgary

June 2013

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

Problem Solving Club

MEMBER AND COMPETITOR

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

IEEE Visual Analytics Science and Technology, Information Visualization, and Scientific Visualization

PRESENTER

Chicago, USA

October 2015

- Presented 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.

Canadian Undergraduate Computer Science Conference

PRESENTER & WORKSHOP LEAD

University of British Columbia Okanagan

July 2015

- Presented "How to be a Superhero" and discussed how Computer Scientists can give back to the community by volunteering, mentoring, or participating in outreach programs.
- 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.