

# CarrieMah

Computer Scientist | Developer | UX Designer

☎ (403) 869.9886 | ✉ hello@misscarriemah.ca | 🏠 www.misscarriemah.ca | 📱 misscarriemah | 🌐 carriemah

## 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
- Computer Science Co-op Program

## Skills

Languages: C#, XAML, WPF, .NET Framework, Java, HTML, CSS, Sass, Javascript, PHP, Processing  
Software: Visual Studio, JUnit and NUnit, Wordpress, MAMP, Moqups, Photoshop, Illustrator, Git, \*nix Shell

## 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

University of Calgary

SOFTWARE DEVELOPER

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.

### 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.