

EDUCATION

Masters of Science in Information, Human-Computer Interaction Track

University of Michigan in Ann Arbor,
School of Information

September 2016 – May 2018

- Coursework: Design of Complex Websites, Contextual Inquiry & Consulting

Bachelors of Arts in Computer Science; Minors in Art History and English

Cornell College, Mount Vernon, IA

September 2012 – May 2016 | GPA 3.90/4.0

- CS Coursework: Computer Graphics, Algorithms and Data Structure, Database Management, Mobile App Development
- Art Coursework: Drawing, Painting, Observational Painting

AWARDS AND HONORS

- Summa cum laude
- Phi Beta Kappa

RELEVANT SKILLS

- UX: Contextual inquiry, wireframing, user stories & use cases, flowcharts, sitemaps
- Programming Languages:
 - Main: C#, Java, SQL, Python
 - Familiar: C, C++, Javascript, HTML & CSS, PHP, Scheme, XML, JSON, assembly language, jinja2
- Software: Eclipse, Visual Studio, IntelliJ, MySQL, MS SQL, Android Studio, Notepad++, Sublime, Git & GitHub
- Frameworks: .NET, Node.js, Django, Google App Engine
- Other: Microsoft Office Suite, Photoshop, InDesign, Balsamiq Mockups

EXTRACURRICULARS

- Participated in ACM International Collegiate Programming Contest 2014

WORK EXPERIENCE

Contextual Inquiry Consulting

Fall 2016 | Strawberry POS, Ann Arbor, Michigan

- Investigated and conducted interviews with Strawberry Point-of-sale employees and customers. Recommended solutions to underlying problems with product, sales, customer support, & business model.

UX Intern, Solution and Technology Unit

Summer 2016 | FPT SOFTWARE, Hanoi, Vietnam

- Drew wireframes for a classified advertisements app on Android
- Composed user stories, scenarios, and use cases for a completely new type of assistive mobile application for the visually impaired
- Compiled UX reviews, reports, flowcharts, visual navigation maps and sitemaps for multiple applications and websites
- Became proficient with professional prototyping and image editing tools like Photoshop and Balsamiq Mockups

Technical Intern, Avionics Emulation Engineering Team

Summer 2015 | ROCKWELL COLLINS, Cedar Rapids, Iowa

- Built dynamic GUI that visualized and controlled driver processing time for airplane emulation software in C#
- Debugged some drivers in C
- Designed new, internal database in Microsoft SQL Server, used for software licensing, and built accompanying GUI. Licensing was contracted out to a third-party; database had to handle internal administration, client information, third-party information, and keep track of sales and stock

Software Engineering Intern (Engineering Team)

Summer 2014 | FPT SOFTWARE, Hanoi, Vietnam

- Built GUI components for a C# word-processor which had to handle shooting scripts for the BBC
- Implemented import of documents from old Pascal application to said new C# application
- Incorporated and studied from open-source projects such as NetOffice, Ribbon for WinForm, and Weifen Luo DockPanel Suite
- Integrated GUI with core program components.
- Learned professional coding and developing practices, including Scrum development methodology