Indya I. Dodson

T: 443-388-2668 | E: iidodson@captechu.edu | P: indyadodson.com Graduating Senior with a 3.6/4.0 GPA

Relevant Experience

Various - Washington DC

Nov 2017 - Present

Freelance User Experience Designer

- Utilizing a systematic UI/UX Design process that ensures a high-level of success for each project delivered.
- Communicating with clients, gathering clear business requirements and delivering designs on time.
- Creating iterative storyboards, UX flows, wireframes, interfaces, interactions, and prototypes using the Adobe Suite.

UserTesting - San Francisco, CA

May 2016 - Sept 2016

Frontend Engineer Intern

- Lead competitor analysis and user research studies, defined project goals, and developed personas for target users.
- Designed modern and user-driven interfaces and interactions using iterative sketches, low, and high fidelity mockups.
- Developed the frontend of a responsive style guide with HTML, CSS, and Angularjs through an agile methodology.

Flawless Repairs – Hyattsville, MD

May 2014

Web Developer (Contract)

- Created a brand identity and generated marketing material for an IT website.
- Designed fluid user interfaces from concept to completion using the Adobe Suite.
- Coded and launched a mobile responsive website using HTML CSS and JavaScript.

Education

Capitol Technology University - Laurel, MD

May 2018

- Bachelors of Science in Computer Science
- Cumulative GPA: 3.6/4.0

Design Lab: UX Bootcamp - San Francisco, CA

Nov 2016

Projects

Capitol Technology University – Laurel, MD

Brain Controlled Interface Developer

Dec 2017 - Present

- Developing an application in Python to pair concise drone movements to brain waves captured by a EEG.
- Processing raw EEG data using Fast Fourier Transform to extract spatial and spectral information.
- Analyzing accuracy and results on a case by case basis to create a universal model that supports multiple users.

AdsNative Hackathon – San Francisco, CA

Aug 2016

User Interface Designer

- Lead research on current and potential ad integration into existing Spotify platforms (mobile, desktop, and web).
- Defined features and designed intuitive interfaces and interactions in mockups using Sketch and Invision.
- Won 2nd place for best app out of 40 competitors.

Professional Affiliations

Society of Women Engineers (SWE) National Society of Black Engineers (NSBE)

FIRST Robotics Mentor

Dec 2017- Present Aug 2014 - Present Aug 2013- May 2016

UI/UX Tools

- UX Research
- Information Architecture
- Competitor Analysis
- User Personas
- Rapid Prototyping
- Visual Design

- Interaction Design
- HTML/CSS/SASS
- JavaScript/React