

currently:	<p><b>Galvanize</b> — Technical Mentor (Jul 2022 — )</p> <ul style="list-style-type: none"><li>coaching students through JS and software fundamentals in 12-week bootcamp setting as training to become software engineers</li></ul>
software experience	<p><b>Google</b> — UX Engineer (Aug 2020 — Jun 2022)</p> <ul style="list-style-type: none"><li>independent new feature dev across 3 different stacks for <a href="https://store.google.com">store.google.com</a></li><li>independent new feature design and dev on internal tooling for UX researchers; using React/Redux</li><li>DEI chair for UXE convention; women's empowerment organizer</li></ul> <p><b>UCSD Weibel Lab</b> — Full Stack Developer (Jan 2020 — master's completion in Jun 2020)</p> <ul style="list-style-type: none"><li>primary dev for a cross-functional bio/CS research organization at medical staff to assess stroke patients using NodeJS, Firebase</li></ul> <p><b>4 summer internships:</b></p> <ul style="list-style-type: none"><li>Google 2019, Amazon 2018, Northrop Grumman 2017, &amp; HyTrust 2016</li></ul>
CSEd & teaching experience	<p><b>Code Next Connect</b> — Volunteer Teacher (Jan - Mar 2021)</p> <ul style="list-style-type: none"><li>taught after-school weekly classes in creative coding (p5js, a Javascript library) to primarily Black, Indigenous, and Latinx students</li></ul> <p><b>UCSD</b> — Tutor, Teaching Assistant (TA) (Sep 2016 — Jun 2020)</p> <ul style="list-style-type: none"><li>TA for Intro to Computing. responsibilities include leading weekly classes, creating problem sets and demos, course management, delegating to tutors (2019-2020)</li><li>tutor for Intro &amp; Advanced Data Structures. responsibilities include 1:1 support, grading, managing LMS (2016-2018)</li></ul> <p><b>CS ForEach</b> — Board Member, Volunteer Teacher (Sep 2018 — Jun 2019)</p> <ul style="list-style-type: none"><li>organizing, developing curriculum, teaching, outreach</li><li>focus: leading coding lessons &amp; career talks for first time K-12 programmers in underserved communities in San Diego (largely on the southern border)</li></ul> <p><b>UCSD Education Dept.</b> — Curriculum Developer &amp; TA (Jun — Sep 2017)</p> <ul style="list-style-type: none"><li>co-wrote and launched two online courses for K-12 educators: Teaching Computation (information technology) and Teaching Computational Thinking (novice block-based programming)</li><li>after launch, taught / evaluated these classes for 100+ students</li></ul>
education	<p><b>UC San Diego</b></p> <ul style="list-style-type: none"><li>Computer Science M.S. '20 (depth area: Human Computer Interaction)</li><li>Computer Science B.S. '19 with a minor in Music</li></ul>
technical skills	<p><b>tools:</b></p> <p>NodeJS, Typescript, React, Redux, Angular, Sass, Python, Figma, SVG editing</p> <p><b>processes:</b></p> <p>UX research, experiment/HCI design, iterative design, prototyping, product strategy, version control/release, agile methodology</p>