

# JASMIN VOIGTLANDER

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## EDUCATION

**GEORGIA INSTITUTE OF TECHNOLOGY, College of Computing**

**Atlanta, GA**

**Bachelor of Science in Computational Media**

*May 2020*

- Concentrations in People and Experimental Media & Interaction Design
- Major GPA: 3.80

## SKILLS

**Languages/Frameworks:** JavaScript, TypeScript, Java, Python, Pug.js, HTML, CSS, SCSS, jQuery, Angular, Node.js

**Technologies/Tools:** Android Studio, Git, Unity, Illustrator, Photoshop, Sketch, Invision, Autodesk Maya

**Operating Systems:** Windows, Linux, Mac OS

**Databases:** MongoDB, Redis

## PROJECTS

**Brainy Phonics Web Application**

*Sept 2019 - June 2020*

- Literacy web application designed to teach children aged 3-8 letter sounds and word recognition
- Published by Augusta University as part of their English Program Schools Project and developed using HTML, CSS, and Angular framework

**DoMi Music Education Game**

*Sept 2018 - Dec 2018*

- Gamified lesson and assessment tool built to teach children aged 3-5 beginning music and phonemic concepts
- Developed using HTML and Phaser 2D game framework

**CFM Data Visualization Tool**

*Sept 2018 - Dec 2018*

- Data visualization web application created for the use of Community Farmers Markets (CFM) to help harness their data and see underlying patterns
- Developed using HTML, CSS, JavaScript and Chart.js

## WORK EXPERIENCE

**Itential**

**Atlanta, GA**

**Software Engineer**

*June 2020 - Present*

- Manage the JSON Schema Transformation (JST) Designer application for creating data transformations within Itential's automation builder
- Collaborated with the design team on the complete redesign of the JST Designer application
- Built out and executed a roadmap strategy to integrate data transformations into our platform

**TryMyUI**

**San Mateo, CA**

**Usability Tester**

*July 2018 - Dec 2019*

- Analyzed websites and applications to ensure prototypes are intuitive and marketable to consumers
- Provided feedback on ease-of-navigation, overall functionality, and UI layouts and design

**Itential**

**Atlanta, GA**

**Software Engineer Co-op**

*Aug 2016 - May 2018*

- Implemented new features and fixed software bugs in customer-facing applications within Itential's network automation platform
- Created mockups and wireframes using Sketch for potential new features
- Developed core UI components to be reused across our platform and establish a consistent user experience
- Authored, reviewed, and managed technical product documentation
- Utilized knowledge in JavaScript, Pug.js, MongoDB, Node.js, AngularJS, SCSS, jQuery and React