

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 Itential's network automation 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

