

JENNIFER DUTRA

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EDUCATION

University of California, Santa Cruz

Sept. 2016 - Current

B.S. Computer Science 2020

Key Coursework: Data Structures & Algorithms, Principles of Computer System Design, Advanced Programming in C++, Software Engineering, Computer Architecture

UI/UX Coursework: Visual Communication and Interaction Design, User Experience for Interactive Media

EMPLOYMENT

Microsoft - Software Engineering Intern - Redmond, WA

June 2019 - Sept. 2019

- Explored the future of animation in Word Online and implemented a prototype of this vision using Script#.
- Wrote and executed an engineering plan, designed multiple user interface options for the feature, and tested the prototype with Microsoft Word users in order to gain feedback that will guide future development.

UCSC Tech4Good Lab - Undergraduate Researcher, CPM Department - Santa Cruz, CA

Jan. 2018 - May 2020

- Study the intersection of computational systems and human interaction in order to develop, deploy, and scale web platforms that support our community partners.
- Design application user interfaces, evaluate user experience and usability, and develop apps within an Angular/NgRx/Firebase stack.

Business Strategy and Information Systems (TIM 158) - Tutor / Grader - Santa Cruz, CA

Apr. 2019 - June 2019

- Tutored students on interface design for prototyping and evaluating designs for new information systems.
- Held weekly tutoring sessions and graded homework assignments for a class of 130+ students.

iD Tech Camps - Programming Instructor - San Jose, CA

June 2018 - Aug. 2018

- Taught students age 13 -17 application and game development in Java and C++.
- Covered programming fundamentals and computer graphics using SFML and Processing.
- Created daily lesson plans and guided students through developing their own applications.

SKILLS

PROFICIENT: Java, C++, C#, C, JavaScript, React, HTML/CSS, Git, UNIX

FAMILIAR: Angular, Python

PROJECTS

Midnight Boba | CMPS 115 Project

Sept. 2018 - Dec. 2018

- Created a web application to facilitate an on-demand boba delivery business using React, Python Flask, Firebase, Stripe API, & Google Auth. API.
- Implemented front-end (menu, sign-in via Google, shopping cart, payment) and designed user interface.

Distributed Parallel Password Cracker | CMPS 109 Project

June 2018 - June 2018

- Created client/server program to crack encrypted UNIX passwords using C++, and practiced using both TCP and UDP protocols.
- Improved efficiency with multi-threading and split the passwords among multiple servers for cracking.

Peer Critique Platform | Tech4Good Lab

Jan. 2018 - Apr. 2018

- Created a platform to effectively scale peer critique in college courses using AngularJS, Firebase, & Google Auth. API.
- Students can sign-in, view assignments, evaluate their assigned group of peers, and pin helpful feedback from their peers.

ACTIVITIES

Rewriting the Code, Fellow

Sept. 2017 - June 2020

- Selected as a third time fellow for the 2019 cohort among other high achieving college females in tech.
- Volunteer as mentor for younger RTC members, participate in webinars, and network with other students/interns.

CruzHacks 2020, President

Feb. 2019 - Mar. 2020

- Oversee all operations for UCSC's 36-hour, annual hackathon (attended by 500+ students)
- Facilitate communication among 20+ organizers across 5 different teams - sponsorship, logistics, marketing, software engineering, and design.
- Manage \$40,000+ budget and partnerships with corporate sponsors.

CruzHacks 2019, Design Lead

June 2018 - Jan. 2019

- Created a visual identity for the CruzHacks brand and designed all branded materials.
- Designed the official landing page and worked to curate cohesive, accessible user experiences.

UCSC Sisterhood in STEM, Registrar

Jan. 2017 - Jan. 2018

- Planned social events and activities to support women in STEM majors.