

Janelle Rudolph

(425) 516-3576 | janlrudo@stanford.edu | [linkedin.com/in/janelle-rudolph](https://www.linkedin.com/in/janelle-rudolph) | github.com/jlrudolph9

EDUCATION

Stanford University

Stanford, CA

Master of Science in Computer Science

Jan 2024 – Jun 2025

Stanford University

Stanford, CA

Bachelor of Science in Computer Science - Human-Computer Interaction, Minor in Psychology Sept 2020 – Jun 2024

Relevant Coursework: Web Applications; Programming Abstractions; Practical Unix; Introduction to Human-Computer Interaction Design; Operating Systems Principles; Design and Analysis of Algorithms; Data Management and Data Systems; Human-Centered Product Management; Machine Learning; Deep Learning; Data Visualization

Activities: Stanford Women's Swimming and Diving Team Captain (2023 - 2024); Stanford Women's Swimming and Diving (2020 - 2024); Stanford Student Athletes for Sustainability (2021 - Present)

EXPERIENCE

Software Engineer Intern

June 2024 – August 2024

Northrop Grumman

Baltimore, MD

- Built convolutional neural network models for object detection in images using *Python*, *TensorFlow*, and *YOLO*
- Provided vital updates to Intellectual Property award software using *Microsoft Access*, *Visual Basic*, and *SQL*
- Developed several *MATLAB* and *Python* scripts to parse complex data in *Excel* in preparation for a software audit
- Visualized data for key Intellectual Property award dashboard documents on official team website with *Tableau*

Research Assistant

June 2023 – Present

Stanford University Graduate School of Business

Stanford, CA

- Assisted in behavioral science research studies at the Stanford Graduate School of Business' Behavioral Lab
- User-tested and conducted in-person research study procedures and surveys
- Analyzed qualitative data for research surveys with ~1000 user responses each and encoded results using *Sheets*

Software Engineer Intern

May 2023 – August 2023

Piggy Bank.nyc

New York, NY

- Designed and developed cross-platform mobile app for AI based wealth management startup using *React Native*

User Experience Intern

March 2023 – May 2023

Solace VR

Boston, MA

- Enhanced user experience and conducted user research for AI-based virtual reality spirituality startup
- Conducted in-depth needfinding interviews and user-tested demo to determine optimal features

Web Development Intern

June 2022 – August 2022

ānanda

Stanford, CA

- Designed and developed website for mental health startup seeking to propagate saffron's medicinal uses
- Constructed website wireframes using *Figma* and conducted in-depth market research

PROJECTS AND CERTIFICATIONS

The Business of Product Management I Certification | AWIT

September 2024

Foundations of User Experience (UX) Design Certification | Google

August 2024

Social Networking Mobile App | Supabase, Node.js, React Native, JavaScript, Git

April 2024 – June 2024

- Developed app encouraging mingling and connection at events using a matching feature based on shared interests
- Employed Supabase backend for user/event data storage and used OpenAI API to assist with clustering algorithm
- Designed the complete UI of the application using *Figma*, augmenting with user testing results

Ticket Aggregator Web App | MongoDB, Express.js, React, Node.js, JavaScript, Git

Jan 2024 – Mar 2024

- Created full-stack web app aggregating cheapest event tickets allowing users to search by location, artist, date
- Integrated APIs of multiple popular ticket vendors such as Ticketmaster as well as location services
- Designed the complete UI of the application using *Figma* and *Balsamiq*, enhancing user experience

TECHNICAL SKILLS

Languages and Frameworks: Java, Python, C, C++, JavaScript, HTML/CSS, React, React Native, Node.js, SQL, VBA, MATLAB, TensorFlow, Keras, OpenCV, PyTorch

Developer Tools and Libraries: Git, VS Code, Figma, Jupyter Notebook, Photoshop, Illustrator, Tableau, pandas