

# jasmine mithani

## contact

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## work

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## education

University of Chicago  
Graduating June 2017  
BA, Interdisciplinary  
Studies in the Humanities

## design

User experience  
Interaction design  
Ethnographic research  
Adobe Creative Suite  
Responsive design  
Interviewing  
Print layout  
Survey design  
Storyboarding  
Agile workflow

## development

C/C++  
HTML  
CSS  
JavaScript  
Material Design Lite  
Bootstrap  
d3.js  
R

## experience

### Game Development Intern, DoSomething.org

June 2015 – July 2016

- Designed and developed online games for national non-profit organization with dynamic global reach using JavaScript, HTML, and CSS.
- Collaborated with mobile product team to create engaging SMS choose-your-own adventure experiences resulting in expanded membership and real-world social actions.

### Chair, UChicago Women in Computer Science (ACM-W)

September 2014 – Present

- Chief organizer of club designed to provide encouragement and support for women studying computer science at the University of Chicago.
- Revamped the club as chair beginning in 2015, consistently doubling attendance of women members at biweekly meetings, effectively marketing the club to students majoring in other subjects.

### Co-Curricular Director, UChicago FEMMES

November 2014 – Present

- Elected to lead the curriculum design team for program introducing computer science to middle school girls after developing learning modules for two years.
- Direct the design of hands-on curricular modules illustrating aspects of computer science for annual capstone day hosting 140 middle school girls.
- Developed internal infrastructure for the organization, defining roles, charting communication flow, and dividing work into new departments.

## notable wins + projects

### Words That Matter, DoSomething.org

June 2015—May 2016

Spearheaded, researched, designed, developed, and user tested online game demo to educate young people about the signs of unhealthy relationships and equip them with techniques to safely and effectively intervene.

### Feed the Baby, DoSomething.org

December 2015 – March 2016

Developed game released on a DoSomething.org page that receives over 10,000 views each month, which increased campaign click-throughs by over 540%.

### Language and Gender in Twine Games, MAPH 33900

March 2016

Data analysis project in R that collected texts of interactive fiction games and compared topic modeling of those written by men versus women.

### Redesigning Career Services, MENG 25000

March 2015 – June 2015

Proposed a redesign of the University of Chicago Career Advancement department to emphasize career exploration and building of practical skills. When pitched to the class, over 90% voted to fund our product.