jasmine mithani

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> work

🌐 jmithani.com

in linkedin.com/in/jmithani

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> education

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

subjects
Design
Computer Science
Anthropology
New Media
Digital Humanities

> skills

design
Adobe CS
Research
Human-centered
Interviewing
Survey design
Storyboarding
Print layout
Agile workflow
Interaction

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

interests
Data visualization
Product design
User experience
Product management
Gaming

> experience

Game Development Intern, DoSomething.org
June 2015 – July 2016

Designed and developed online games for national non-profit organization with dynamic global reach for social change 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.
- Researched the interdisciplinary space of gaming and social impact; compiled game and literature reviews into a company-wide repository.
- Produced blog promoting company's game development work while sharing knowledge within both social activism and indie game communities.

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 market-ing the club to students majoring in other subjects.
- Conceived and organized quarterly events designed to engage women in technology, including securing panelists through outreach to community members.

Co-Curricular Director, UChicago FEMMES
November 2014 – Present

Females Excelling More in Mathematics, Engineering, and Science. Elected to lead the curriculum design team for program introducing computer science to middle school girls on the South Side of Chicago after working with the organization 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.
- Collaborate with curriculum team of 10 to create an eight-week program to teach middle school girls with no prior programming experience Python.
- Work with professors across STEM fields to design and implement 45 minute teaching modules appropriate for middle school girls.
- Developed internal infrastructure for the organization, defining roles, charting communication flow, and dividing work into new departments.

> notable wins

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%.

Redesigning Career Services, MENG 25000
March 2015 – June 2015

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