

JASMINE MITHANI

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EDUCATION

University of Chicago
Bachelor of Arts, December 2017
Data, Design, and Culture

AWARDS

2nd Place Annual Civic Data ScopeAthon, 2016
Lesbians Who Tech Summit Scholarship, 2016
Anita Borg Institute Grace Hopper Scholar, 2014 & 2016

CODE C++, JavaScript, d3.js, C, R, CSS, HTML, Material Design Lite, Bootstrap, Scratch

DESIGN Ethnography, Survey Design, Publication Layout, Storyboarding, Interviewing

TOOLS Illustrator, InDesign, Cura, TinkerCAD, Agile Methods, SVN, GitHub, Excel

WORK Data Visualization, User Experience, Product Design, Laser Cutting, 3D Printing

FAMILIAR Python, SQL, jQuery, Data Analysis

EXPERIENCE

Graphics Contributor, South Side Weekly | September 2016 – Present

Build interactive data visualizations and maps for the web using d3.js, Google Fusion Tables, MapBox, and the Google Maps API. Create infographics for print with Adobe Illustrator.

UX/UI Designer, DevProgress | October – November 2016

Volunteer designer and developer for open source initiative started by Democratic National Committee.

Project: Lead UX/UI designer on pledge website for users to donate a quarter every time PEOTUS tweets.

Co-Curricular Director, UChicago FEMMES | November 2014 – Present

Direct the design of hands-on curricular modules teaching aspects of computer science to 140 girls annually. Created new internal infrastructure for the organization; defined roles, charted communication flow, and divided work into new departments.

Project: Developing 8-week computer science curriculum based on research in middle school education and retention techniques for young women in science.

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

Created online games for global non-profit using JavaScript, HTML, and CSS. Pitched global game strategy to company and C-Suite, rebranding SMS efforts and defining digital gaming product cycle.

Project: Spearheaded online game demo to educate young people about unhealthy relationships and equip them with techniques to safely and effectively intervene.

Project: Developed game that increased campaign click-throughs by over 540% when released on a web page that receives over 10,000 views each month.

OTHER NOTABLES

disorientation.info, UChicago DisOrientation | September 2016

Created information hub website for 200 student organizers and 1000 first year students using HTML, CSS, and Material Design Lite JavaScript framework.

Redesigning Career Services, Intro to Design Process (Undergrad) | March – June 2015

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

Language and Gender in Twine Games, Digital Humanities (Grad) | March 2016

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