JOANNA SIMWINGA

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EDUCATION

Brown University
Providence, RI 02912
Sc.B. Computer Science
Anticipated Graduation May 2018

EXPERIENCE

COORDINATOR
The Artemis Project
Feb 2015-Mar 2016

Coordinated a 5 week computer science summer program and a 2 semester coding club for 20 young women in 9th grade on a team of 4 undergraduate women. Redesigned the program's curriculum, developed and taught a unit on coding in Python. Built the program's website and led a new TA program.

TEACHING ASSISTANT
Algorithms&Data Structures
Prof. David Laidlaw Spring 2016

The Digital World
Prof. Don Stanford Fall 2015

Wrote lab and homework assignments and ran 2 weekly lab sessions of 25 students for The Digital World. Held weekly office hours and graded assignments for both courses. Led weekly sections for Algorithms&Data Structures

MENTORSHIP COORDINATOR
Brown WiCS
Aug 2015- Present

Organized the mentorship program for Women in Computer Science. Promoted the program, matched over 160 mentors and mentees, and organized events for the program.

MENTOR
Google Ignite CS
Feb 2015-Present
Lead Mentor Aug 2015-Present

Led a coding club at Classical High School in Providence along side two gradate students. Planned curriculum, recruited mentors, organized the club, and taught the students how to code on a weekly basis.

SOCIAL MEDIA DIRECTOR
Mosaic+
Aug 2015-Present
PR Team June 2015-Present

Created and managed various social media accounts for a new student organization in the Brown Computer Science department. Designed promotional posters and flyers.

COURSEWORK

Completed Courses:
+ Object Oriented Programming in Java
+ Algorithms and Data Structures in Java and Python
+ Computer Systems in C
+ Designing, Developing and Evaluating User Interfaces

Ongoing Courses:
+ Software Engineering

PROJECTS

ARTEMIS GRAPHICS (2015):
a graphics library for teaching object oriented programming in Python to beginning programmers based upon the graphics library Zellegraphics by John M. Zelle.

+developer

MOOD AESTHETICS (2013):
an audio visualizer written in Python using the Pygame graphics library. Developed by a team of 3 students

+developer

SUO (2011-2014):
an online shop which specialized in custom denim apparel and had customers on 5 continents.

+co-founder +customer relations
+social media manager +web developer

LANGUAGES

JAVA
PYTHON
C
HTML/CSS
JAVASCRIPT

SOFTWARE/SKILLS

ECLIPSE
DREAMWEAVER
PHOTOSHOP
ILLUSTRATOR

INTERESTS

+ WEB DEVELOPMENT
+ CLEAN DESIGN
+ HCI & UI
+ GRAPHICS
+ E-COMMERCE
+ ENTREPRENEURSHIP