

Juan Carlos Marroquin

P.O. Box 14532 Stanford, CA • marroquin@cs.stanford.edu • 818.268.5636 • juandevelops.com

EDUCATION

Stanford University, Stanford, California

Expected: June, 2017

Major: Bachelor of Science, Computer Science

Cumulative GPA: 3.66/4.00

Relevant Coursework: Data Visualization, Introduction to Human-Computer Interaction Design, Human-Computer Interaction Design Studio, Introduction to Probability for Computer Scientists, Object-Oriented Systems Design, Web Applications, iPhone Development, General Game Playing, Mathematical Foundations of Computing

Technical Skills: Python, JavaScript, HTML, CSS, Swift, SQL, Ruby, C++, Java;

PROFESSIONAL EXPERIENCE

Citigroup, New York City, NY

June 2016 – August 2016

UI/UX, Web Development, and Testing

- Advised on development of web application's redesign during formal meetings with management and business analysts.
- Collaborated with international team to improve code maintainability, specifically in regards to CSS and Angular
- Pioneered Behavior Driven Development using Cucumber-JS and Selenium Webdriver
- Regularly presented works in progress and maintained documentation to pass on knowledge to the team
- Researched methods of measurement of UI/UX impact and communicated findings with management
- Worked on front-end development of application in the active development cycle

Mod 9 Multimedia, Madison, WI

March 2015 – June 2016

Web Development & Design

- Worked with WordPress framework and related web technologies including JavaScript, PHP, and HTML
- Refined websites for mobile responsiveness and browser compatibility

RESEARCH

Stanford University, Stanford, CA

June 2015 – September 2015

Atelier: Repurposing Crowdsourcing Tasks as Educational Scaffolds with Micro-internships

- Collaborated in a team of 5 on the writing of an accepted submission from Michael Bernstein's HCI group to CHI 2016
- Researched 10+ related papers for the Related Works section of which 4 were used
- Evaluated the Atelier system and strategy by conducting user studies with a total of 31 participants
- Developed 4 features and user interface elements leading to an average 5% better rating on projects
- Implemented using Ruby on Rails, AngularJS, WebSockets, Github, and Skype APIs

LEADERSHIP & AFFILIATIONS

Department of Computer Science, Stanford University, Stanford, CA

January 2016 – Present

Introduction to Computer Science, Section Leader

- Lead a section of ~10 students through exercises relevant to the Introductory Computer Science course
- Grade assignments every week based on functionality and style
- Hold interactive grading sessions to discuss flaws and positive factors of the students' code

PROJECTS

EatVenture - <http://scottcheng.github.io/adventure/>

Design experiment in random selection and navigation to restaurants

- Observed and spoke to people participating in public events to influence our design
- Spearheaded the idea of just-in-time navigation and worked with 2 other designer/developers to make it work
- Tested the concept in low-fidelity prototypes using text messaging and volunteers outside of the group
- Developed and presented our final prototype at a conference within the Stanford HCI community

LawGrid - <http://juandevelops.com/#lawgrid>

Data Visualization project to aid in connecting Supreme Court Cases

- Spoke to members of the Stanford Law community to understand the needs of legal scholars
- Leveraged previous research to create a meaningful contribution to data visualization
- Scraped data off of a free legal database and aggregated it in order to create relationships between court cases