

PROFESSIONAL EXPERIENCE

Instructor

February 2015-November 2015

TechShop, San Francisco, CA

A creative community fabrication space equipped with tools and software.

- Developed a detailed curriculum for a 3-hour workshop on addressable LEDs.
- Instructed small groups of up to 8 adults on basic electronics, how the LED chips work, fabrication techniques for soldering and crimping LED strips, and options for programming with a microcontroller or driver board.

Instructor

May 2015-August 2015

BlackGirlsCODE, San Francisco, CA

A youth organization dedicated to STEM education for girls of color.

- Lead the instruction of a class of a dozen middle school girls for BGC's first summer camp. Over the course of ten weeks I guided the girls through tutorials that introduced them to basic programming concepts with MIT's AppInventor tool.
- Mentored them individually in completing their own final project Android apps, which they presented to an audience of parents and other adults on the last day.
- Developed and instructed on secondary curriculum that introduced the girls to the Python language.

Software Engineer

March 2014-May 2014

User Experience Developer

March 2012-March 2014

Coupa Software, San Mateo, CA

Mature agile startup that develops cloud-based purchasing and expense management software for medium to enterprise-level businesses.

- Full stack Rails development building features. Focused primarily on front end for a year and a half, then transitioned to features that involved backend areas of the codebase.
- Turned business needs into designs for new features.
- Practiced BDD by writing unit tests (RSpec, Turnip).
- Participated in agile team daily standups.
- Fixed bugs logged in JIRA.

Front End Developer & Designer

October 2011-February 2012

Outbid, Oakland, CA

Dozen-employee agile web startup in the social live auction space.

- Branding and visual design of outbid.com site.
- Front end coding of webpages within the Rails views, including stylesheets and Javascript.
- Guided the team's ideas around the site's user experience; critiqued and collaborated with another designer to create wireframes of the site flow.

Web Developer/Designer

January 2011-September 2011

Interactive Design Intern

July 2010-January 2011

Tether, Seattle, WA

Full-service design and branding agency for global brands and small companies alike.

- Worked with a senior developer to complete the new Tether company site, written in .NET. I took on the bulk of the front end programming.
- Content strategy research, visual research and initial concepts for company website and promotion.
- Development of client websites, including a Django site and a custom Wordpress template site.
- User experience ideas and prototyping interfaces of client website designs.

References available upon request.

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SKILLS

Technology: Ruby on Rails, Javascript & JQuery, HTML5, CSS3, Arduino, Processing

Design: Adobe Creative Suite (Photoshop, Illustrator, InDesign, AfterEffects), hi-fi visual mockups, low-fi wireframe mockups, design research

Other Skills: knowledge of electronics & circuit design, soldering, MIG welding, screenprinting, sewing, pen/pencil illustration

EDUCATION

California Institute of the Arts (CalArts)

Valencia, CA

Bachelor of Fine Arts, Graphic Design, 2010

Continued Education Course:

C Programming

Spring Semester 2010

College of the Canyons, Valencia, CA

VOLUNTEER EXPERIENCE

Tech Instructor/Mentor Office Volunteer

January 2015-April 2015

BlackGirlsCODE, Oakland, CA

A youth organization dedicated to STEM education for girls of color.

- Co-taught an after-school pilot program of 30 middle school girls. Over the course of three weeks they were introduced to basic programming concepts and completed several of their own Android apps using MIT's AppInventor tool.
- Mentored a group of five girls ages 11-13 through the process of building a smart-phone app—from initial brainstorming, to creating user experience prototypes, to programming with AppInventor.
- Assisted with general office work days, organizing and filing forms.

ART PROJECTS & EXHIBITIONS

Celestial Mechanics, Black Rock City, NV
August-September 2014

Collaborative Burning Man Honorarium art installation

A 15-foot tall orrery (a mechanical model of the solar system), fabricated by a crew of 20 people, designed by artist Jessika Welz. I lead the promotional graphic design (including logo, postcard, and t-shirt design), assisted with MIG welding, planet materials R&D, and strategized fundraising.

Mens Amplio, Black Rock City, NV
August-September 2013

Collaborative Burning Man Honorarium art installation

A 15-foot tall steel and acrylic brain conceived of by artist Don Cain, built by a team of 20. I worked on the lighting electronics team to create the LED-lit neurons.

Seattle Weekly's Artopia, Seattle, WA
July 2011

Group art show

Exhibited my handmade LED cube and generative projected art written in Processing.