KelliAnn Ramirez

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OBJECTIVE

Seeking internship opportunities available to undergraduate juniors. Passionate about creating accessible and user centered technologies that have lasting impact.

EXPERIENCE

Classroom Support Technician | UW Academic Technologies | July 2022 – Present
- Troubleshoot and perform preventative maintenance on technology in over 200 UW classrooms.
- Improve the experiences of users through problem solving and education on proper use of equipment.

Webmaster | Kendo Club at University of Washington | June 2023 – Present
- Use WordPress to design, develop, and maintain the club website that is computer and mobile friendly.
- Interviewed other officers and current club members to understand the needs of the website.
- Ensures the club has a maintainable website that can easily be picked up by future webmasters.

Wordplay | Faculty Research Lab | September 2023 – Present
- Working on a team of over 60 students led by a faculty member to develop a platform that aims to make programming more global and accessible, while also celebrating the world's various cultures, identities and values.
- Designing and developing new features to bring Wordplay closer towards our vision.
- Using Figma to prototype new features, improve design, and implementation based on feedback received from other student team members.

PROJECTS

VietQ Website | Web Impact UW | January 2023 – June 2023
- Developed a website for VietQ (Vietnamese LGBTQ+ organization) through Web Impact club.
- Used HTML, CSS and JavaScript in Next.js and TailwindCSS to redesign website to give voice to VietQ.
- Helped VietQ have more consistent communication with their community and improved outreach potential.

The STAR-ting Point | INFO 201: Foundational Skills For Data Science | November 2022 – December 2022
- Collaborated on a team to find and analyze large exoplanet and climate data sets.
- Communicated patterns and findings within the data sets to apply them to questions of future Earth habitability.
- Utilized R to clean, wrangle, and analyze data sets, ggplot to make user interactive visualizations, and ShinyApp integration with R to make an informative web application.

Accessible Access | Figmathon 2022 | May 2022
- Designed an app to allow immobile users to easily find accessible routes to destinations on the UW campus.
- Used Figma to build an interactive, working prototype that placed the team in the top 9 finalists.
- Attended workshops and interacted with mentors for feedback on the design.

EDUCATION

Bachelor of Science in Informatics
University of Washington – Seattle, WA
September 2021 – June 2025
GPA: 3.81