McKenzie Bourn

bournm@oregonstate.edu • https://kenziebourn.github.io/mbourn-website/

EDUCATION

Oregon State University | Corvallis, OR **Expected Graduation: May 2024**

B.S. Computer Science *Cumulative GPA: 3.72*

Coursework: Data Structures & Algorithms, Discrete Mathematics, Web Development, Differential & Integral Calculus, Computer Architecture & Assembly, UI/UX Engineering, Machine Learning, Engineering Computation and Algorithmic Thinking, Engineering Design and Problem Solving

SKILLS & TECHNICAL TOOLS

Languages: Python, JavaScript, HTML/CSS

Technologies: Git, React, Node.js, PostgreSQL

EXPERIENCE

Medical Device Assembler | Terumo Blood & Cell Technologies June 2021- August 2021

- Memorized over 20 Medical Operation Procedures (MOPs) to build 500+ apheresis kits (TRIMA), resulting in 100% accuracy of product subassemblies.
- Verified Medical Equipment Documentation (MEDs) and ensured compliance with regulatory government guidelines, increasing quality control by 30%.
- Utilized pressure gauges, calipers, flow meters, micrometers & indicator dials to assemble medical devices while applying ergonomics for optimal efficiency; decreased assembly time by 25%.

PROJECTS

E-Commerce Website | React JS

- Developed and designed a mock e-commerce website for my personal clothing brand using React JS
- Utilized React components and hooks, as well as the libraries to manage state and build out functionalities such as product listings, reviews, email sign up and product search.
- Deployed the application using Cloudflare to ensure secure and efficient hosting with 99% uptime rate
- Implemented actual data from Depop seller profile and implemented into website

Mancala Game | Python

- Developed Mancala board game with advanced logic and data manipulation, enabling two players to compete in a text-based version of the game
- Optimized performance by implementing utility methods for traversing the board, getting/setting seeds & checking pit index validity
- Designed object-oriented programming structure that incorporated attributes & methods to accurately simulate rules of the game with debugging & error handling measures

Valet Simulator | Python

- Developed OOP-based valet program to accurately simulate valet service, including adding/removing vehicles from garage & charging appropriate rate upon departure
- Fully optimized data manipulation using lists and dictionaries to store and retrieve information
- Integrated custom exception classes and error checking to handle full garages & other potential errors encountered during valet service