

# Kristin Moser

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## Education

**New York University | Tandon School of Engineering, New York, NY**

May 2018

- Bachelor of Science, Computer Science
- **Coursework:** Data Structures and Algorithms, Object-Oriented Programming, Discrete Math, Databases

## Experience

**Operations Intern | Behring Khan & Co. LLC, Atlantic Highlands, NJ**

Sept. 2015 – Present

- Developing alternate solutions to issues with the firm's original Customer Relations Management (CRM) software
- Perform operational tasks including file migration, risk assessment, data scrubbing, and research
- Becoming versed in finance, risk factors, and flow of money in investment firms

**Instructor | iD Tech Camps, Garden City, NY**

June 2016 - Aug. 2016

- Taught students the fundamentals of Java and Processing to create visual games in week-long sessions
- Encouraged young programmers to continue coding and pursue a future in computer science

**Web Developer | Grace International Customs Brokers, Jamaica, NY**

July 2015 – Aug. 2015

- Built framework for a responsive website using HTML, CSS, and jQuery
- Focused on front-end design to update company's means of acquiring new customers and retaining old customers

**Tutor | America Reads, Brooklyn, NY**

Feb. 2015 – May 2015

- Assisted 3<sup>rd</sup> grade students through one-on-one workshops to meet literacy needs
- Exhibited role model behavior and patience with children who lacked individual attention

## Projects

**Lilac Overflow, Technica**

Nov. 2016

- Avoider game where a sprite is trapped in the desktop of a woman in tech and must avoid bad notifications while trying to retrieve the good notification
- Constructed entirely in Javascript using the framework Phaser with custom pixel images

**ADKI, HackUMass**

Oct. 2016

- App that trains Clarifai's image and video AI API to understand and recognize different spoken word test inputs
- Utilized space filled curves to represent audio files as images and Python to develop parsing programs

**Fat Albert, HackNYU**

Feb. 2016

- Program that allows students to create a random schedule from selected courses that student wants to take
- Created using an XML document of course data and the LXML library for Python

**Cube Catch, HackNY**

Oct. 2015

- Web-based game where the objective was to match different colored balls, which fly towards a centered cube, with the corresponding colored faces on the cube
- Developed using the three.js API

## Skills

**Languages:** Java, C++, Python, MySQL

**Web Development:** HTML, CSS, JavaScript, jQuery

**Design:** Photoshop, LaTeX

**Tools:** Microsoft Office, Git Hub

## Awards

**NYU Prototyping Fund Awardee | Service Drone**

## Volunteer Experience

**Events Director | NYU's ACM-W '16 - '17**

- Plan technical and social events for other women in computer science and engineering

**Mentor | WoMentorship '16 - '17**

- Create and contribute to women peer support networks at Tandon to reach social, educational, and career goals

**SOEcietY 1.0 | Alternative Breaks Program 2016**

- Worked to serve a community's needs as future leaders in STEM through team collaboration during a trip to Radford, Virginia