

Lara Schenck notlaura.com (https://notlaura.com)

Prospective Ph.D. Student

Industry leader in web development seeking to transition from a software engineering career to HCI and computing education research.

Research interests include:

- Vocational computing education
- Participatory design with marginalized adult communities
- Declarative and domain-specific programming languages

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EDUCATION

B.F.A. School of the Museum of Fine Arts at Tufts University – GPA 3.62

2009 - 2011

Self-directed, studio-based curriculum focused in animation and educational game design; Elective coursework in Python Game Development and Reasoning & Critical Thinking; Internship in open source web development.

University of Colorado at Boulder

2007 - 2009

Fine arts major with a focus in printmaking; Transferred after sophomore year for more flexibility in fine arts curriculum in order to pursue interest in games and digital media.

COMMUNITY

Volunteer - TEALS PROGRAM

2021 - PRESENT

Provide instructor support twice per week for Intro to Computer Science at Westinghouse Academy, a public school in the Homewood neighborhood of Pittsburgh.

Technical Advisor & Web Developer – Supreme Network Global

2021 - PRESENT

Develop web platform and provide instruction around digital literacy for a membership network empowering formerly-incarcerated people with financial empowerment and mentorship opportunities.

Open Source Contributor – wordpress core

2019 - PRESENT

Facilitate weekly meetings of the Core CSS team, devise and oversee and contribute code to long term projects improving the health and maintainability of the WordPress Core CSS code-base.

Racial Justice Organizing – WHAT'S UP PITTSBURGH

2019 - PRESENT

Participate in the core organizing group and mentorship program of the local Pittsburgh chapter of Showing Up for Racial Justice. Co-organized and led group session focused on racial justice in tech.

Conference Speaker – INTERNATIONAL

2014 - PRESENT

Compelling presentation of CSS algorithms research and educational topics at industry conferences.

- Generative Art With FizzBuzz in CSS (invited) at CodeDay online, 2021
- CSS Algorithms at Frontend United (invited, canceled) Minsk, 2020
- CSS Algorithms at StrangeLoop St. Louis, 2019
- Is CSS a Programming Language? at Abstractions Pittsburgh, 2019
- CSS Algorithms at JS Conf US San Diego, 2019
- Writing CSS Algorithms at CSS Camp Barcelona, 2019
- Algorithms of CSS at CSS Day (invited) Amsterdam, 2019
- CSS is a Programming Language at WordCamp Montclair (invited) Montclair, NJ, 2019
- Bridging the Gap Between Design & Development with CSS Algorithms at WordCamp US – Nashville, 2018
- Understanding Today's CSS with Algorithms at SIGNAL (invited) San Francisco, 2018
- The Algorithms of CSS at js.la Los Angeles, 2018
- The Algorithms of CSS at CSSConf EU Berlin, 2018
- Let's Build A Gutenberg Block Workshop at WordCamp EU Belgrade, 2018
- Let's Build A Gutenberg Block at WordCamp San Diego San Diego, 2018
- The Five-figure WordPress Website at Abstractions Pittsburgh, 2016
- Vetting and Choosing Themes at WordCamp Pittsburgh Pittsburgh, 2016
- Why the Designer Failed FizzBuzz at SassConf Austin, 2015
- Sassy WordPress at WordCamp Montreal Montreal, 2014
- Freelancing, Real Talk at WordCamp NYC New York City, 2014

Tech Meetup Organizer and Mentor

2014 - PRESENT

Active member of local software development communities, volunteering time to mentor and tutor people entering the tech industry.

- Learn Teach Code, Mentor Los Angeles and online, 2017-Present
- Global Diversity CFP Day, Co-Organizer Pittsburgh, 2019
- Write Speak Code, Mentor Los Angeles 2017-2019
- Global Diversity CFP Day, Mentor Los Angeles, 2018
- WordCamp LA, Volunteer coordinator and organized collaboration with Learn Teach Code – Los Angeles, 2018
- CSS.la, Founder and organizer Los Angeles, 2017-2019
- CodePen Meetup NYC, Founder and organizer New York City, 2014-2016
- WordPress NYC, Regular presenter and mentor New York City, 2014-2016

Web Developer – CENTER FOR ARTISTIC ACTIVISM

2017 - PRESENT

Development, ongoing maintenance, and technical advising for the C4AA on their WordPress website and donation platform.

RESEARCH

CSS Algorithms – INDEPENDENT

2017 - PRESENT

Independent research into what is a programming language vs. what developers think is a programming language. Invented the concept of CSS algorithms to teach the declarative paradigm and to encourage an inclusive understanding of programming among industry developers.

- Paper (draft): Is C more of a Programming Language that Python? Exploring Cognitive Bias In Programming Language Perception – Collaboration with Felienne Hermans to report results of an experimental survey (https://laras126.github.io/pls-webapp/).
- Conferences: Presented research at conferences internationally from 2018-2019. Video here (https://notlaura.com/speaking/).
- Workshop: Generative Art With FizzBuzz in CSS
 (https://notlaura.com/speaking/generative-art-with-fizzbuzz-in-css/) Designed 1 hour
 workshop for intermediate-level high school students attending Code Day
 2021 online. Developed pre-post survey to evaluate effectiveness of learning
 objectives.
- Tutorials & Articles: CSS Is A Declarative, Domain-Specific Programming
 Language (notlaura.com/css-is-a-programming-language/), Is CSS Turing
 Complete? (https://notlaura.com/is-css-turing-complete/), Writing CSS Algorithms
 (notlaura.com/writing-css-algorithms/)

Larva UI Framework - PENSKE MEDIA CORPORATION

2018 - PRESENT

Conceived of and implemented a UI system, suite of build tools, and standards to speed up front-end development, reduce technical debt, and to deploy shared modules across a network of sites. Implemented the concept of CSS algorithms.

- Conducted need-finding interviews with engineers, designers, and product managers
- Presented design system concepts and value proposition to executives; got buy-in
- Created and tested prototypes to inform architecture
- Implemented CSS algorithms as a core piece of the CSS architecture along with utility-forward CSS library
- Conducted monthly "Larva Chats" with engineering and product for knowledge sharing and feedback collection
- Outlined development of system in informal blog post series entitled
 Designgineering Chronicles (https://notlaura.com/designgineering-chronicles/)
- Created proof-of-concept for visual regression testing; currently working to automate it
- Devised and developed tools for product and designers to communicate more effectively with engineering using the system nomenclature

PROFESSIONAL Senior Software Engineer – Penske Media Corporation

2018 - PRESENT

Full stack web engineering for high-traffic, enterprise WordPress websites on a product and engineering team of about 80 people. Successfully led and deployed

re-platform and upgrade initiatives across a network of 25 sites. Advocate for diversity, equity, and inclusion in team culture, hiring, and compensation.

Web Development Instructor

2013 - 2018

Developed curriculum and instructed web development in the forms of one-on-one tutoring, independently organized courses, and workshops for a variety of institutions.

- University of Southern California, WordPress Development Los Angeles,
 2018
- Girl Develop It, Workshop Instructor National, 2015-2018
- Pratt Institute of Design, UI/UX Prototyping in Code and Coding I-II New York City, 2015-2016
- Tacklebox School (https://tacklebox.teachable.com/), independently organized courses and tutoring – online, 2015-2016
- Decoded, Code in A Day Facilitator New York City, 2014-2016
- Noble Desktop, WordPress.org and Tutoring New York City, 2015
- CSS-Tricks, "Office Hours" Facilitator and Organizer online, 2015
- General Assembly, Front-end Web Development Lead Instructor New York City, 2014
- Saxifrage School, Intro to Web Development Co-Instructor Pittsburgh, 2013

Independent Consultant – LARA SCHENCK, LLC

2011 - 2017

Contract front-end and WordPress development and training for startups and small to large businesses and web development agencies.

Game Design Assistant – INSTITUTE OF PLAY

2013 - 2014

Support for the development of game-like curricular materials in the Mission Lab at Quest to Learn, a NYC public middle and high school that focuses on systems thinking and game-like learning. Collaborate with team of game designers and educators to produce digital and non-digital game cv/assets.

SKILLS

CSS, HTML, JavaScript, Node.js, React, PHP, WordPress, Git, Shell Scripting, PHPUnit, Jest, Webpack, Gulp, Accessibility, Mobile-first development, Design systems, Navigating large code-bases, Working in legacy code, Learning new tools/frameworks/languages

HOBBIES

Illustrating monsters (https://notlaura.com/monsters/), Running, Biking, Hiking, Gardening, Language learning (Spanish & Nepali), Zines, Reading, Tennis, Independent study of programming languages and abstract math (category theory, graph theory, set theory, ML, Rust, Elm, Future of Coding)