ANNA LE

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EDUCATION

University of Florida, Gainesville, FL
Bachelor of Science in Computer Science
Minor in Mass Communications
Expected December 2022

COURSEWORK

COMPUTER SCIENCE
Human-Computer Interaction, Digital Arts, UX Design, Operating Systems, Applied Machine Learning, Intro to Software Engineering, Data Structures and Algorithm, Discrete Structures

MASS COMMUNICATIONS
Intro to Advertising, Intro to Public Relations, Consumer & Audience Analytics

SKILLS

TECHNOLOGIES
JavaScript, C/C++, Java, Python, HTML/CSS (Less, Sass), SQL, React.js, React Native, Spring Boot, Hibernate

TOOLS & OTHER
Adobe Photoshop, Adobe Illustrator, Figma, Technical writing, Style guides, Wireframes, Prototypes

EXPERIENCES

UX/UI DESIGNER & FRONTEND DEVELOPER | Sickle Cell Disease and Traits Lab   February 2022 – Present
- Work in development of Choices, an educational platform for Sickle Cell Disease or Traits.
- Conduct research on design guidelines for readability and accessibility of web applications.
- Focused on understanding user needs.
- Design high-fidelity prototypes for desktop and mobile versions of application with **Figma**.
- Present prototypes in review sessions and receive feedback on work from team.
- Implement prototypes using **HTML**, **CSS (Sass)** and **Spring MVC framework.**

COORDINATOR | Peggy Borum Lab   November 2021 – Present
- Assist work in Precision Ketogenic Therapy Lab to treat patients with chronic conditions.
- Manage communication between development and clinical team.
- Communicate purpose to target audiences, including healthcare professionals and families.

FRONTEND DEVELOPER | Engaging Learning Lab   April 2021 – Present
- Work in agile team to launch CASMM, a block-based programming interface to code Arduinos.
- Implement features with **React.js** to enhance **UX** for teachers, K-12 students and researchers.
- Standardize and optimize **UI** design with **CSS (Less)** to develop comprehensive interactivity.
- Evaluate and improve on usability of product based on feedback from users.

PROJECTS

GATOR 1 CENTRAL   August 2021 – December 2021
- Worked in a team to redesign University of Florida's Gator 1 Central website.
- Developed personas, scenarios, storyboards, task flows and wireframes.
- Interfaced with clients to define project scopes and translate into interactive prototype.

RETROFI (UF SwampHacks – Capital One Award)   February 2021
- Won a sponsor's (Capital One) category at the University of Florida's 2021 Hackathon as a team.
- Built a financial app using **React.js** and **CSS** to assist students in being financially responsible.
- Focused on curating **UI** of application to model retro video games while offering pragmatic uses.
- Features an interest tool, budgeting tool, tutorial modules and text-based interactive game.

MENTAL HEALTH APP   August 2020 – December 2020
- Participated in WiCSE Shadowing Program to work with OPIE Software to develop **full-stack** mobile app.
- Constructed demo of the finished project to present to company members on viability of app.
- Created database with **SQL** script and used **Hibernate** to map **Java** objects to database.
- Executed REST services offered by **Spring Boot** to communicate with back-end.
- Implemented front-end features such as daily entry logs, searching, and graph APIs with **React Native**.