

## 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

Figma, Adobe Photoshop, Adobe Illustrator, 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 2022 – Present

- Assist work in Precision Ketogenic Therapy Lab to treat patients with epilepsy.
- 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**.