

EDUCATION

Tufts University, School of Engineering - Medford, MA

Bachelor of Science in Computer Science and Human Factors Engineering, expected May 2019

RELEVANT COURSES

Machine Structure and Assembly Language, Algorithms, Computer Interface Design, Web Programming
Data Structures, Advanced Engineering Psychology, Human Factors in Product Design, HCI

SKILLS

Computer Languages: C, C++, Java, HTML, CSS, JavaScript, and MatLab

Visual Design: Adobe Illustrator, Sketch, Balsamiq, and InVision

Human Factors: User Research, UI Design, Usability Testing, Wireframing

Computer Programs: Microsoft Office, SPSS, and CAD

EXPERIENCE

Verizon, Data Analytics and Artificial Intelligence Intern, June-August 2018

- Developed and added features to the Verizon Career Chatbot
- Integrated a Google Calendar Service with existing Verizon Employee Chatbot
- Created function that allows employees to create Google calendar events and send invitations through the internal employee chatbot
- Winner of National Verizon Intern Hackathon

Mechanical Engineering Department, Teaching Assistant, January-May 2016

- Graded homework assignments and projects for the Intro to Human Factors Engineering Class

Carson Optical, Inc., Ronkonkoma, NY – Engineering Intern, July-August 2014

- Designed and prototyped a magnifying glass with other engineers

PROJECTS

Tufts JumboCode, UX/UI Designer and Front-End Developer

- Designed the interface for the Boston Institute of Nonprofit Journalism website
- Assisted with front-end programming

Tufts PolyHack Project

- Designed and developed a web platform to connect solo travelers abroad
- Developed the interface and connected the front-end and back-end

School Projects

- Integer and Logical Operations: Image compression/decompression program created by packing and unpacking binary data and required the use of two's complement and floating-point arithmetic
- The Universal Machine: Emulated a Universal Machine that contained segmented memory, 8 registers, and 14 machine instructions.
- Binary Bomb: Debugged a binary "bomb" that used AMD64 assembly code
- Cache and Locality: Implemented an interface for blocked 2D arrays, and then performed image rotations using different array accessing methods, and analyzed their performance.
- Grep: Simulated Mac Spotlight feature by indexing and searching a file tree for strings.

Boston Red Sox Mock Interface

- Developed and prototyped a mock interface to be used at Red Sox games.
- Conducted user research, interviews, and usability testing to further advance the prototype.

LEADERSHIP AND ACTIVITIES

Imaginet Advertising Club, Account Manager

Society of Women Engineers, Event Planner

Tufts Human Factors & Ergonomics Society, General Member

Women in Computer Science, General Member