Olivia Steinmetz *(she her hers)*

Contact

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Education

Vanderbilt University
Class of 2020
BS, Engineering Science
BM, Double Bass Performance
Minor in Engineering Management

Skills

Tools & Technologies
JavaScript
HTML5
CSS3
React
Angular
Node.js
TypeScript
SQL
Figma
Photoshop
Illustrator

Industry Knowledge
UI/UX Methodologies
User Research
Interaction Design
Human Centered Design
Product Development
Design Thinking
Project Management
Human Computer Interaction
Emerging Technologies
Data-Driven Storytelling
AGILE Workflow

Volunteering

Planned Parenthood
Community Outreach Volunteer
Allied Media Projects
Volunteer
Design Justice Network
Node Member

Experience

Capital One
Associate Software Engineer (CODA, TDP), 2020 - Present
- Designed and developed accessible, user-friendly internal front and back-end web apps, complex APIs and integrated storage systems using HTML, CSS, JavaScript, React, Angular, Vue, RESTful patterns, and MVC web development framework. Collaborated in teams using AGILE development workflow and Git best practices.

Accenture
Technology Product Analyst , May 2019 - October 2019
- Collaborated with client contacts, Accenture account lead (remote & on-site) to design a $200,000 co-innovation product proposal & go to market approach for a Virtual Reality Immersive Sales learning pilot that incorporated Accenture SaaS offerings and solutions to drive scale and efficiencies in client processes
- Built client-facing AR applications for design-thinking workshops and exercises using Unity, C#, mobile device camera functions, and image detection software
- Organized & managed 2 week sprints, demos, & Excel pipeline for Augmented & Virtual Reality infused messaging within Accenture
- Conducted market analysis & forecast on 20+ Blockchain vendors, start-ups & products for Supply Chain & Procurement Offerings

The Wond'ry, Vanderbilt University Innovation Center
Lead Innovation Ambassador and Project Manager August 2017 - May 2020
- Led curation of over 75 speaker programs, workshops, & meetups bringing the Vanderbilt and surrounding communities together in a collaborative environment
- Appointed as student representative and Project Manager for Design as an Immersive Vanderbilt Experience (DIVE), a university-wide initiative to incorporate Design Thinking methodologies into cross-disciplinary curriculum plans

Projects & Research

Augmented Reality Interactive Cube
- Developed, designed, & delivered an Augmented Reality cube for client-facing design-thinking sessions surrounding Accenture SaaS offerings. Used Unity, C#, mobile device camera functions & image detection software. Conducted end-to-end design process including user need validation, interviews, surveys, wireframing, usability testing, & documentation.

Spotify Data Visualization Web App
- Built a web-based Angular app that consumes Spotify Web API metadata to visually represent unique listening trends by user. Unique "fingerprint" image generated based upon metrics drawn from user listening trends. Additional features include hover over images to sample tracks, click to save to a playlist. Implemented JSON Web Tokens and Passport.js with OAuth 2.0 for Facebook login and registration.

Forecast & Assessment of Quantum Computing Viability
- Researched technological & societal factors surrounding Quantum Computing technology & its adoption using various forecasting methodologies including Delphi, trend analysis, monitoring techniques, & scenario-based assessments

An Analysis of Blockchain for Social Impact Objectives
- Completed semester long research report analyzing the value add of Blockchain implementation & corresponding social impact industry objectives, presented to students & faculty at undergraduate independent research symposium