

Olivia Steinmetz *she/her*

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Education

Vanderbilt University

Class of 2020

Major: Engineering Science

Major: Music

Minor: Engineering Management

Skills

Languages

English, Mother Tongue

German, A2

Tools & Technologies

JavaScript

TypeScript

SASS

React

Node.js

GraphQL

Figma

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

Philadelphia Youth

Orchestras

Double Bass Coach

Allied Media Projects

Volunteer

Design Justice Network

Node Member

Experience

Barnes Foundation

Front End Software Engineer and UI/UX Designer, April 2021 - Present

- Applies UI/UX design expertise to an array of projects in digital and information technology, bringing educational, accessible experiences to life for both in-person and virtual visitors.
- Responsible for implementation of new features and maintaining design standards across all digital media, including main website and ticketing site, member portal, digital signage, electronic communications and an augmented reality educational in-gallery application called Barnes Focus.
- Collaborated with internal and external stakeholders across museum and education industries to pivot to online learning during the pandemic, most recently through the development of a first-of-its-kind Learning Experience Platform. Participated in a year long Research and Development process, culminating in a Strategic Brief that outlined a path forward. Continues to lead the design processes for the application, spearheading front-end design and development, user testing, surveying and feedback.

Capital One

Associate Software Engineer (CODA, TDP), May 2020 - April 2021

- Designed and developed accessible, user-friendly internal front and back-end web apps, complex APIs and integrated storage systems. Collaborated in teams using AGILE development workflow and Git best practices.

Accenture

Emerging Technology Analyst, May 2019 - September 2019

- Collaborated with client contacts, Accenture account leads to design a co-innovation product proposal & go to market approach for a Virtual Reality Immersive Sales learning pilot to drive scale & efficiencies in client processes.
- Built AR applications for design-thinking and education workshops and exercises using Unity, C#, mobile device camera functions, and image detection software.
- Organized & managed pipeline for Augmented & Virtual Reality infused messaging.

The Wond'ry, Vanderbilt University Innovation Center

Innovation Ambassador, 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 for Design as an Immersive Vanderbilt Experience (DIVE), a university-wide initiative to incorporate Design Thinking methodologies into cross-disciplinary curriculum plans.

Research

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. Associate with coursework.

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. Associate with coursework.

Artificial Intelligence as a Feminist Issue

- Conducted independent study analyzing the ethics of AI through an intersectional feminist lens.