

# ELIZABETH LOVERO

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A full-stack engineer, I merged my interests in art and technology by studying human-computer interaction and building beautiful web experiences. I am passionate about lifelong learning, digital preservation, and hacking-for-good. In a previous career, I was a contemporary art curator.

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## TECH EXPERIENCE

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### Full-Stack Engineer Simple Labs, Inc.

September 2015 – present  
New York City

Lead Front End Developer on web applications *diem* (abetterdiem.com), *Swell*, *SwellBaby*, and *Swellist*, Architect and execute modular components in ES6 with JSX for both user and admin-facing CMS sites on a Node.JS stack, Redux and Flux architecture. Refactored CSS into SASS with Webpack. Agile methodology. Handle browser compatibility, performance, and mobile web.

### Web Developer & Project Manager Freelance/Contract

May 2011 - June 2015  
New York City / Austin

Assisted cultural institutions and creative businesses in tackling logistics and implementation for exhibitions, art production, education programs and events. Oversaw budgets, coordinated with staff, vendors, and other stakeholders. Designed landing pages and HTML/CSS/JQuery websites. Conducted stakeholder interviews, built journey maps, drafted personnas. Clients included Information Evolution, Inc., and American Museum of Natural History.

### Research Assistant University of Texas

August 2012 – August 2014  
Austin

Assistant taught Human Computer Interaction, HTML/CSS, and Mobile UX. Oversaw eye-tracking lab. At Harry Ransom Center: oversaw production of 3-4 digital collections annually. Compiled metadata, digitized materials, conducted ingests, drafted text. Led design and implementation for comprehensive user survey of over 1000 archive users.

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## SKILLS

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### PROGRAMMING

JavaScript (ES6), Ruby, PHP  
Python, R, SPSS  
Node.js, Express, D3.js  
React, Redux, Flux  
jQuery, Rails, MySQL  
CSS3, SASS, HTML5

### TOOLS

Webpack, Gulp  
Git, Atom, Sublime

### DESIGN / PROTOTYPING

Sketch, Photoshop, Illustrator  
InDesign, Axure, OmniGraffle

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## EDUCATION

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### Flatiron School New York Web Development Fellow

August 2015

**The University of Texas at Austin**  
Master of Science in Information Studies

August 2014

**University of California Santa Barbara**  
BA, French and International Relations, Honors Highest GPA in Major

June 2004

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## PROJECTS

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### **SortingHat.co** - Harry Potter Slackbot

Slack slash command that sorts users into a Hogwarts House based of the hexadecimal value of the user's name. Built on a Node.js / Express API and hosted on Heroku.

### **dB NYC** - New York City Noise map

Devised an algorithm that weighted Foursquare, Yelp, Google Places, and NYC Open Data to generate a customized, interactive heat map of New York City noise complaints ordered by time and type. Used jQuery and Ajax to load and toggle 24 successive heat maps across an hourly slider.

### **ArchiveView** - Visualizing Archival Collections

Built on D3.js library, interactive chart compares collection development at the two largest University of Texas archives over time using data scraped from University XML documents.

### **Publicradio.info** - Noncommercial radio web app

Refactored CSS into a responsive site for 'Brutalist' design on this open source project.

### **MedMed** - Medication Management Tool

Rails app displays medication regimes and patient compliance.

Harnessed Oauth and Devise for auth, Chart.js and JQuery for patient compliance dashboard. Use 3 NIH APIs. Parse API data with Nokogiri. Integrated Twillio text message reminders.

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## OTHER EXPERIENCE

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### **Wallspace Gallery**

August 2009 - May 2011

Gallery Manager

New York City

Acted as project manager for 6-8 gallery exhibitions annually. Oversaw MySQL inventory database, production schedule, and budgets. Supervised installation logistics and crew. Curated group exhibitions.

### **Whitney Museum of American Art**

August 2007 - November 2008

Curatorial Assistant

New York City

Assisted Branch Director and Curator on 2008 Whitney Biennial Exhibition. Coordinated loan requests, installation, transit, and image materials for 20 artists in the exhibition. Conducted art historical research. Designed exhibition and curatorial committee proposals.