

LIZZY BOARD

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EDUCATION

CARNEGIE MELLON UNIVERSITY

2015 - 2018

B.S. in Computer Science, minor in Human-Computer Interaction

EXPERIENCE

UX DESIGNER: DEVELOPER PUBLICATIONS BOOMERANG

APPLE, 2023

- Designed a new feature, collaborating with numerous teams to research stakeholders, developer needs, and engineering concerns
- Worked with writers to create and review art for documentation articles

SOFTWARE ENGINEER: PENCIL & PAPER

APPLE, 2021 - PRESENT

- Led highly cross-functional projects including handwritten line straightening, translation in Live Text, and form autofill, working closely with SIML and HI teams
- Presented at WWDC23 (Lift subjects from images in your app)

SOFTWARE ENGINEER: SWIFT PLAYGROUNDS

APPLE, 2019 - 2021

- Implemented new features, built user interfaces, and furthered content support for Swift Playgrounds
- Presented at WWDC20 (Create Swift Playgrounds content for iPad and Mac)

SOFTWARE ENGINEERING INTERN: COREBLUETOOTH

APPLE, 2018

- Created an internal iOS application that exercises the internal, external, and private CoreBluetooth APIs

PROJECTS

CONTENT DEVELOPMENT LEAD: CMU CS ACADEMY

CMU, 2017 - 2018

- Managed content creation for Carnegie Mellon University's free online computer science course, used by over 374,000 students
- Planned, designed, and developed interactive animated lessons and coordinated with high school teachers and students piloting the course

PROJECT LEAD: SENTENCE MOSAICS

CMU, 2017 - 2018

- Led a team that developed an iOS app to empower individuals with special language-learning needs to express themselves while reinforcing sentence structures

PROJECT MEMBER: REACHOUT

CMU, 2016 - 2017

- Designed and developed a web application to facilitate communication among homelessness aid organizations in Pittsburgh, PA