

Karina Valrani

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EDUCATION

Brown University, Providence, Rhode Island: Expect Graduation - May 2026
Computer Science (Sc.B), English Literature (A.B)

EXPERIENCE

TODAQ micro - Toronto, Ontario

May 2024 - July 2024

Software Engineer and Product Designer

- Designed user and product flows for an online ticket selling and event hosting platform form.
- Implemented game mechanics for a virtual pong demo game as well as more advanced rhythm based game
- Tested micropayment technology to ensure users were receiving and spending funds in the correct manner

The Jewels Jar

June 2023 - August 2023

Front-end Developer

- Designed, implemented, tested, maintained an inventory management system for a jewelry business
- Collaborated with marketing interns to design and implement an e-commerce site for the jewelry business

Columbia University - New York, New York

June 2021 - Sep 2021

Research Assistant with Dr. Sandra Davidovic

- Researched conflict analysis on topics like peacebuilding notions of self-determination and sovereignty
- Analyzed 5 case studies about state building and then prepared a 10-page-long research paper
- Participated in Dr. Davidovic's Ph.D. dissertation presentation

Stanford University, 1947 Partition Archive

Aug 2019 - Present

Partition Archivist, interviewer, reporter

- Interviewed and archived partition experience of South Asians who lived through the British partition of India
- Conducted interviews using proper protocols to both ensure interviewees felt safe to share whilst attempting to obtain as much detail as possible
- Wrote articles and reports based on findings ensuring stories and insights were preserved and then published in the 1947 partition archive

PROJECTS

www.thefourthestate.me

- Technologies used: Javascript, Web Scraping, Folium, Leaflet.js
- [Coded a program to give the headlines of major news publications across the world](#)
- Created a data visualization the commonalities between news across the word

<https://games.todaq.net/>

- Technologies used: Javascript, node.js,
- Coded up a simple pong game which allows two players to micropay to enter and the winner will earn a small monetary amount

www.capriccio.me

- Technologies used: Javascript, Canvas, HTML/CSS, tone.js,
- [Created a website which generates music based on drawings through object oriented coding](#)
- Used binary search trees, tree traversal algorithms, maps, linked lists to create the music generation logic

TECHNICAL SKILLS

Python • Javascript • Java • HTML/CSS • Git • C/C++ • Databases • Webflow • Figma • MySQL • Design • Algorithms • Data Structures • Problem Solving • Journalism • Research • Creative Writing • PremierPro • DaVinci Resolve • Filmmaking • Editing • UI/UX • user empathy • Storytelling • user research • problem-solving • product design • visual design • problem-solving • HCI • graphic design