

Lauren Pesce

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SKILLS

- **Programming & Frameworks:** Python, C++, JavaScript, Node.js, React, HTML, CSS, SQL, Django
- **Data Visualization:** Matplotlib, JSON, R
- **Design Tools:** Figma, Canva, Adobe Photoshop, Lightroom
- **Dev Tools:** GitHub, Xcode, Visual Studio, Google Analytics
- **Other:** API integration, DOM manipulation, Accessibility, LocalStorage, UX Research (Interviews, Usability Testing, A/B Testing, Heuristic Evaluations, Accessibility Audits, Affinity Mapping)

EXPERIENCE

User Experience Design Intern

Digital Summer Clinic

June 2024 - August 2024, Ann Arbor, MI

- Executed thorough user research by interviewing key Ready Signal stakeholders and analyzing historical company data to identify and address core needs.
- Developed and refined multiple Figma drafts to help redesign 20% of their website, improving usability and user experience.

Server

Ashley's

August 2024 - May 2025, Ann Arbor, MI

- Provided friendly, prompt service to create memorable moments for guests.
- Cleaned and organized kitchen stations to promote team efficiency.

Human Powered Submarine Team Member

University of Michigan

August 2023 - May 2025, Ann Arbor, MI

- Collaborated with a team to assure the safety and effectiveness of the submarine.
- Utilized C++ to program components in a submarine to support the interior, measure the power needed and aid in the controls and their ability to withstand water.

Hack Dearborn Participant

University of Michigan

October 2023, Ann Arbor, MI

- Competed solo against 196 other participants and showcased web development skills in HTML and CSS to a panel of judges with, "MyDiary," which promotes healthy eating and mental health in a unique way.

NOTABLE PROJECTS

Maize and Blue Cupboard Website Redesign

University of Michigan • August 2024 - April 2025

- Conducted user research over the course of a year and identified core website issues through interviews, user testing, and accessibility audits.
- Created and tested a high-fidelity Figma mockup, incorporating UX design best practices and feedback from stakeholders to guide redesign recommendations.

Movie and Weather API Data Analysis

University of Michigan • November 2023 - December 2023

- Built a Python program that accessed four APIs to collect movie and weather data and integrated results using SQL and JSON.
- Analyzed correlations between movie popularity and Ann Arbor weather on release dates using Matplotlib and statistical techniques.

Responsive Harry Potter Game Website

University of Michigan • April 2025 - May 2025

- Designed and built a fully responsive website featuring interactive Harry Potter-themed games using HTML, CSS, and JavaScript.
- Integrated multiple public APIs and prioritized accessibility and UI polish to create an engaging user experience.

Piazza Machine Learning Post Classifier

University of Michigan • November 2023 - December 2023

- Developed a machine learning classifier in C++ to categorize Piazza posts using word frequency and labeled training data.
- Implemented data preprocessing techniques including tokenization and case normalization to prepare raw input for classification.

EDUCATION

University of Michigan School of Information

Bachelor of Science in Information (BSI), User Experience (UX) Design

Minor in English • Ann Arbor, MI • May 2025 •

- **Cumulative GPA:** 3.76 / 4.00
- **Coursework:** Introduction to UX, Information Ethics, Data Oriented Programming, Web Design, Development and Accessibility, Programs and Data Structures, Introduction to Statistics, Needs Assessment and Usability, Building Data-Driven Web Applications, Building Interactive Applications, Interaction Design Studio, UX Driven Entrepreneurship
- **Dean's List,** Multiple Semesters
- **Queen Mary University of London** Studies Abroad, January 2024 - May 2024