

## CONTACT

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## PUBLICATIONS

“ParallelAR: An augmented reality app and instructional approach for learning parallel programming scheduling concepts.” *EduPar '18*. May 2018.

“Signal to emotion: an experiment on player experience evaluation with a consumer-grade EEG device.” *OzCHI '17*. Nov 2017

## CURRENT SIDE PROJECT

BABSBS: a blah that does blah using blah. beep bop bop blah la lalalalalal

## SKILLS

Java	<div><div></div><div></div><div></div><div></div><div></div></div> <div>Intermediate</div>
Elixir	<div><div></div><div></div><div></div><div></div><div></div></div> <div>Intermediate</div>
JavaScript	<div><div></div><div></div><div></div><div></div><div></div></div> <div>Intermediate</div>
Ember.js	<div><div></div><div></div><div></div><div></div><div></div></div> <div>Intermediate</div>
Phoenix	<div><div></div><div></div><div></div><div></div><div></div></div> <div>Intermediate</div>
PostgreSQL	<div><div></div><div></div><div></div><div></div><div></div></div> <div>Intermediate</div>
Unity	<div><div></div><div></div><div></div><div></div><div></div></div> <div>Intermediate</div>
Python	<div><div></div><div></div><div></div><div></div><div></div></div> <div>Intermediate</div>
HTML/CSS	<div><div></div><div></div><div></div><div></div><div></div></div> <div>Intermediate</div>
Ruby on Rails	<div><div></div><div></div><div></div><div></div><div></div></div> <div>Intermediate</div>

References upon request.

# MARIN ABERNETHY

## EDUCATION

### THE UNIVERSITY OF AUCKLAND

*Master of Software Engineering*

7/2016 - 5/2018  
Auckland, NZ

- GPA: 4.0 (converted)
- Awards: Top student in course, Certificate of excellence x3
- Relevant Coursework: Parallel and Distributed Computing, Agile and Lean Software Development, Adv. Human Computer Interaction, System Security

### STARTUP INSTITUTE

*Intro to Web Design*

3/2015 - 5/2015  
Boston, MA

- Completed an 8 week course in HTML/CSS & JavaScript

### TRINITY COLLEGE

*Bachelor of Arts, cum laude*

9/2010 - 5/2014  
Hartford, CT

- GPA: 3.7, Awards: Faculty Honors for five semesters
- Major: Interdisciplinary Computing and Economics
- Minor: Studio Arts

## WORK EXPERIENCE

### DOCKYARD, INC.

*Software Developer*

6/2014 - 6/2016  
Boston, MA

- Developed user experiences using the PEEP stack – PostgreSQL, Elixir, Ember.js, and Phoenix
- Evaluated code to ensure it is valid, properly structured, meets industry standards and is compatible with browsers, devices, or operating systems
- Collaborated with designers, product developers, QA teams and clients
- Clients include: Flywheel, McGraw-Hill Education, Society of Grownups

### DOCKYARD, INC.

*Software Developer Intern*

6/2013 - 1/2014  
Boston, MA

- Aided senior developers in building Ruby on Rails apps with relational databases and JavaScript projects for corporate and startup clients
- Managed open source projects supporting Ruby on Rails

### TRINITY COLLEGE

*Teaching Assistant*

1/2012 - 5/2012  
Hartford, CT

- Assisted Professor in “Computing with Mobile Phones” course about programming applications for android phones
- Instructed students during help sessions twice a week
- Evaluated student assignments and projects regularly

