

Madeline Eckhart

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Education

University of Cincinnati May 2021
Computer Science, GPA: 3.2

Technical Skills

Skilled: Swift, C++, Xcode

Knowledgeable: Objective-C, Git,
InVision

Design Patterns: MVC, MVVM

Leadership

RevolutionUC Oct. 2017 – present

- University of Cincinnati's student run hackathon of +350 attendees
- Lead hacker experience and branding teams to increase hacker engagement and visual experience at the event

ACM@UC Sept. 2016 – present

- 2019-20 Vice President
- Lectured on topics such as iOS development and UX/UI design
- Serving as the ACM Ambassador when attending meetings from other tech clubs on campus

Campus Tour Guide Nov. 2017 – present

- Delegate tasks to other tour guides during the tour time
- Give tours around campus to prospective students and parents

Experience

Kroger Digital Jan. 2019 – present

Mobile Development Intern

Explored different aspects of the mobile development space including product management and UX design while developing features for the Kroger app, which impacts around 7.4 million customers a month.

- Delivered features for the Kroger app directly to customers within 2 weeks of code completion
- Worked on the Native App Platform team, understanding strategies and enforcing coding standards
- Developed full features on the In Store Mode team to a brand new product line, directly impacting the customers using the Kroger app.

Ulta Beauty Jun. – Aug. 2018

Mobile Development Intern

Worked on projects for guest mobility, enterprise mobility, and digital innovation while completing a larger AR project for the company.

- Developed an interactive AR app that demonstrates the potential of AR to a retailer and their mobile shopping experience
- Worked extensively with ARKit to develop a custom environment for a 3D model of a product to be placed and manipulated by the user
- Implemented an automated build script feature that pushed a final build directly to the Google Play store instead of going through a third party

Giant Sparkplug LLC. May – Jun. 2018

Independent Consultant

Lead the visual design of a companion app to a board game as a UX consultant.

- Designed the user interface of an app that acts as a virtual fourth player for the board game *Lisboa*
- Provided new designs that tied in the board game's aesthetic into the app to create a more consistent playing experience

Mobile Application Intern May – Aug. 2017

Ported an Android app to iOS and began the development process as part of a small team.

- Analyzed and constructed data maps for the iOS app and connected user input to the model
- Worked closely with senior engineers to build out the app from scratch and develop its hierarchy using OOP