MADISON MADDOX

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EDUCATION

Bachelor of Arts in Computer Science / Digital Production Arts Minor **Spring 2019**
Clemson University   Clemson, SC

ACTIVITIES

CUhackit Leadership Team
Head of Hacker Experience   **CUhackit 2019, HelloWorld 2019**

> For CUhackit, led a team of 3 to design the participant (236), volunteer, and partner representative experience which encompassed being responsible for coordinating all 24-hour hackathon activities, recruiting 19 mentors and 21 judges, organizing 18 learning sessions, planning the judging process, and selecting and ordering the event memorabilia (swag) and tees.

Design Team Project Manager   **HelloWorld 2019**

> Managed a team of 3 designers under our Creative Head to set deadlines, communicate all deliverable details to the designers, track all progress using Trello, order everything for print, and pick up occasional design tasks.

Head of Design / Designer   **CUhackit 2018**

> Managed a team of 1 designer to task all design needs between the two of us. Deliverables included digital and print marketing materials, social media ads, day-of graphics, swag, tees, and laser cutting nametags.

Clemson Climbing Club	*President*	**Fall 2018 – Present**
Makerday Organizer	*Marketing / Design Lead*	**Fall 2017 – Present**
University Innovation Fellow	*Stanford d.School Fellow*	**Spring 2017 – Present**
TEDxClemsonU Organizer	*Marketing Lead*	**TEDxClemsonU 2019**
SheHacks Boston	*Hackathon Participant*	**Spring 2018**
VandyHacks	*Hackathon Participant*	**Winter 2018**
Virtual Reality Club	*Activities Coordinator*	**Fall 2017 – Spring 2018**

WORK EXPERIENCE

Deloitte Consulting LLP   **Summer 2018**
Summer Scholar   Arlington, VA

- Revised developer on-boarding documentation to increase efficiency of the process
- Performed gap analysis with SonarQube to identify pain points in the code and then resolve them
- Worked in an agile software development workflow and committed code throughout a sprint

Clemson University UPIC   **Summer 2017**
Data Visualization Lab Research Intern   Clemson, SC

- Used Unity3D to create a game on a touchscreen tabletop system incorporating hand tracking and 3D vision
- Designed and conducted a usability study for the system with the developed game

NEXT High School	*Intern / Project Manager*	**Summer 2016**
CIMTechniques Inc.	*Intern*	**Summer 2015**

SKILLS

Proficient	Adobe Illustrator Adobe Premiere Pro Sketch Adobe XD Adobe Photoshop C++
Basic	Unity3D C# Maya Python HTML CSS Java C Adobe InDesign