

MARTA PALERMO

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EDUCATION

NORTHEASTERN UNIVERSITY

SEATTLE, WA / USA

Masters of Science in Computer Science, GPA 3.9/4.0

December 2022

Relevant Courses: Human-Computer Interaction, Android Mobile App Development, Web Development, Object-Oriented Design, Foundations of AI, Foundations of Cloud Computing (AWS Academy)

NORTHEASTERN UNIVERSITY

BOSTON, MA / USA

Bachelor of Science in Neuroscience

August 2016

PROJECT EXPERIENCE

NORTHEASTERN UNIVERSITY

SEATTLE, WA / USA

Paw Notes Mobile App

Project Lead & UX/UI Designer

Sept 2022 – Dec 2022

- Led a small team through preliminary phases of the app UX/UI design process on Figma.
- Created a working interactive prototype for our all-encompassing health and appointment managing mobile app for pet owners, starting from needs assessment to user testing.
- Improved team productivity by effectively communicating and managing timelines and related tasks with other group members.
- Engaged all team members and motivated project participation during more difficult periods.

Top Dog Android Mobile App

UX/UI Designer & UI Engineer

May 2021 – Aug 2021

- Assisted my group in the creation of a functioning android mobile app for dog owners. The app keeps users accountable of their duties via a social platform which encourages dog owners to meet up and go on more walks, and eventually reach the top of their local leaderboard.
- Produced all the app graphics and wireframes with Adobe Photoshop and Figma.
- Handled and refined the majority of the UI by implementing Java and xml layout code in Android Studio, as well as overall page flow.

Easy Animator Program

Co-Developer

Jan 2021 – May 2021

- Co-developed with another student, a simple animator program in Java, following OOP principles and implementing MVC architecture.
- Built a program that could read input and translate it into simple 2D animations, with shapes described in txt, and SVG files. Descriptions were processed and dynamically represented in the viewing window created with Java Swing.

Memory Card Game

Developer

Sept 2020 – Dec 2020

- Developed independently a simple memory card game in Python, using Turtle graphics.

ADDITIONAL

SPOKEN LANGUAGES: Fluent in English and Italian, Proficient in Spanish

TECHNICAL SKILLS: Figma, IntelliJ, Android Studio, Java, Python, JavaScript, HTML/CSS/SCSS, Haskell, Prolog, C/C++, PyCharm, Sublime, VS Code, Microsoft Word, Excel, Power Point, BioLab, Adobe Photoshop, and InDesign.

OTHER EDUCATION: Currently Google UX Design Professional Certificate & AWS Certificate