



MAURA FITZGERALD

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EDUCATION

Bachelor of Science

Electrical Engineering
and Computer Science

UC Berkeley

Sept. 2013 - May 2017

GPA: 3.69

- User Interface Design & Development
- Designing Information Devices & Systems
- Software Engineering (Agile development)
- Efficient Algorithms & Intractable Problems
- Machine Structures
- Sketching & Visual Communication
- Fall 2016: Technology Firm Leadership, Artificial Intelligence

European Innovation Academy

Nice, France

Jun. 2014 - Aug. 2014

Study abroad program. Learned company models including the "lean startup" principles and gained experience in business, marketing, and programming.

- Web Apps 2.0
- The Berkeley Method of Entrepreneurship

SKILLS

- Languages: Java, Javascript, HTML, CSS, C, Python, Ruby, Rails, Android Studio, Objective-C
- Illustrator (graphic design)
- Photoshop and Lightroom
- LaTeX

EXPERIENCE

Google, Software Engineering Intern, Mountain View, CA

May 2016 - Present

Intern in Search Ranking: Experimenting with new interactive experiences, specifically for viewing lists of data. Creating Javascript demos to test possible solutions, and then implementing them using protocol buffers and Javascript layouts (as well as Java to pipe data to the search results page). Working with product, UX, and engineering to design the new interface.

Academic Tutor, UCB Center for Access to Engineering Excellence

Sept. 2015 - Present

Tutor UC Berkeley engineering students in courses related to electrical engineering, computer science, and math. Mentored and held topical review sessions for a group of thirty CS sophomores in their data structures course (CS 61B).

Google, Engineering Practicum Intern, Mountain View, CA

May 2015 - Aug. 2015

<https://www.google.com/doodles/halloween-global-candy-cup-2015>

Interned on the Doodle Team. Created a Global Candy Cup game that appeared on google.com for Halloween 2015. Used dynamic front-end languages to create user control logic, detect collisions, and render environment objects accordingly. Created infrastructure for team picking, state saving, and global score tracking.

UCode, Programming Instructor, Manhattan Beach, CA

Nov. 2013 - Dec. 2014

Taught students ages 6-13 to program games and personal websites using Scratch, HTML, Javascript and more. Helped lead camps for Minecraft and building computers.

PROJECTS

instaid, UCB CS 160: User Interfaces

Mar. 2016 - May 2016

Created for Android and Moto 360 wear. Crowdsources volunteer medical responders to facilitate faster emergency help before an ambulance arrives. Only one press-and-hold interaction required to request help. Displays the emergency number for the current country if the user is traveling. Integrated with a Rails application to sync data between the requester and responder.

Workshift Scheduling, Berkeley Student Cooperative

Feb. 2016 - May 2016

Constructed a Rails application for the Berkeley Student Coop system, following model-view-controller architecture and constructed using TDD tools such as Cucumber and RSpec. Allows members to rank their workshift preferences and integrates with Bootstrap UI to allow for simple workshift assignments by the house manager.

Modafy, European Innovation Academy

Jul. 2014 - Aug. 2014

Developed an app that enables a user to easily swipe through their personal clothing items in a virtual closet. Users can create interesting outfits out of their clothes for days to come. Built for iOS and tied to a backend (built.io) to store clothing items.

LEADERSHIP & ACTIVITIES

- Eta Kappa Nu (EECS Honors Society), *Member* (Oct. 2014 - Present)
- Association of Women in EECS, *Member* (Sept. 2013 - Present)
- Society of Women Engineers, *Public Relations Committee* (Nov. 2015 - May 2015)
- UC Berkeley Alpha Phi, *Technology Chair and Web Designer*, calalphaphi.com (Dec. 2014 - May 2015)