Maegan Clawges

mclawges22@gmail.com
www.maeganclawges.com

EDUCATION

University of North Carolina

- School of Journalism
- Graphic, Interactive Design
- Computer Science

UNC-Chapel Hill Award for the Advancement of Women (2015)

SKILLS

- **Adobe Creative Suite**
  Illustrator, After Effects,
  Premier, Photoshop, InDesign

- **Front-end development**
  Javascript, CSS, HTML, D3.js, etc.

- **Google technologies**
  Closure, Polymer, App Engine, etc.

- **Django, Python, PostgreSQL**

- Familiar with **Java, Android**

- Familiar with **Accessibility**

ACTIVITIES

- Google Student Ambassador
- Google CSSI Resident Advisor (2014)
- ONA Student Newsroom (2014)
- Square College Code Camp
- Hackathon advisor / mentor

I love exploring data
finding the stories
designing interactions
creating a flow of information
helping others discover data
… and most of all, **I love color.**

EXPERIENCE

Google   YouTube

Software Engineer   Sept. 2015 - present

- Design and web development for new YouTube experiences.
- Build animations for the YouTube Kids Android app. Create tools for motion designers to adjust animations in Android apps.

San Francisco Chronicle   Interactive Team

Create interactive digital experiences for A1 stories and in-depth investigative data projects.

Data Visualization Intern   June - Sept. 2015

- Develop interactive web experiences to enhance stories.
- Clean and analyze large datasets. Design databases for high-quality, high performance digital projects.

Google   Big Picture Team

A research team that focuses on innovative ways to make large and/or unique sets of data visually accessible.

Software Engineering Intern   May - Aug. 2014

- Created high fidelity mocks for a comprehensive redesign of the Summary of Responses dashboard in Google Forms.
- Implemented two text visualization tools for Forms, and adapted versions for Google Charts and Search Quality teams.

Pearl Hacks   UNC - Chapel Hill

Hackathon for high school / college women in tech. Focus on mentorship, education and building inclusive community.

Founder & Director   Nov. 2013 - July 2015

- Coordinated all logistics for the 36-hour event, including workshop schedule, food and transportation for 500 people.
- Developed website, web app, and all branding materials, managed social media, and worked with 30 corporate sponsors.

Microsoft   Windows User Experience

Explore Intern   May - Aug. 2013

- Designed a prototype of the next Windows operating system.

@mclawges22   @MaeganClawges