

Michelle Taing

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EDUCATION

University of Florida

B.S. Computer Science • GPA: 3.96 • Honors Program

Apr 2025

Gainesville, FL

- *Relevant Coursework:* Programming Fundamentals, Discrete Math, Data Structures and Algorithms
- *Involvement:* Girls Who Code Web Development Team, Women in Computer Science and Engineering (WiCSE), Society of Asian Scientists and Engineers (SASE)

EXPERIENCE

Office Divvy

Jun 2019 - Aug 2022

App Development Shadowing

Palm Coast, FL

- Office Divvy's web application
 - Built a cohesive and consolidated web application that increased internal workflow efficiency and improved business-to-client transparency
 - Engaged with a developer on a bi-weekly basis to build a holistic understanding of the codebase, tools, environment, and development process
 - Contributed to the UX/UI design to establish clarity and uniformity across the application
- Estimate application for a local gutter company
 - Worked directly with the co-founders to develop a deep understanding of the business operations, leading to the identification of key pain points within their existing, non-automated workflow
 - Designed an animated prototype using Figma to formulate an automated solution for sending and receiving signed estimates, resulting in a decrease in manual labor and increase in accuracy

Content Designer

- Led the production of social media advertising strategy for a cluster of more than 25 local businesses, creating an increase in online visibility and engagement
- Prototyped, designed, and developed the copy and content for 3+ landing pages that resulted in the promotion, simplification, and clarification of the company's multi-faceted business offerings
- Wrote and designed various marketing materials for a beauty brand including email marketing, blog development, and social media content, leading to an increase in customer engagement and sales

PROJECTS

GatorBooks — Collaborated with a team of 3 to create a program in C++ that quickly and effectively sorted and searched through a database of over 200,000 tuples

Minesweeper — Recreated the game in C++ using the Simple and Fast Multimedia Library (SFML); implemented classes, pointers, and arrays to create a dynamic game board, configurable to any size

UX and Access to Learning Accommodations on ONE.UF — Researched and designed a UX solution for UF's student portal, ONE.UF, to streamline the process of requesting and receiving learning accommodations

TECHNICAL SKILLS

Programming: Proficient in Java, C++, and OOP; familiar with JavaScript, React, GraphQL, and Prisma

Visual Design: Illustrator, Photoshop, Wireframing and UI Prototyping in Invision and Figma

Project Management: Experience with Agile management, Scrum framework, and Sprints