Mirabela Medallon

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Education

B.S. Computer Science — University of Hawaii at Manoa — Honolulu, HI
- Major GPA: 3.9 — Graduation: Summer 2021

Skills

- **Experienced:** Javascript, Java, React.js, HTML, CSS, Git, Adobe Illustrator & Photoshop, Agile Development, Jira, Trello
- **Familiar:** Python, POSIX C, C++, SQL, Meteor, MongoDB, jQuery, Bootstrap

Experience

Web App Developer — **[Link]** — UH Manoa ITS Department — Spring 2021 - Current
- Evaluate and fix UI for inconsistencies, test according to specific user experience cases.

Software Developer — **[Link]**— RadGrad at UH Manoa — Fall 2019 to Spring 2020
- Created a project from inception: wrote system design docs, diagrams, implemented UI (React), performed web scraping for data collection (Javascript), conducted user requirements survey

Undergraduate Research Intern — **[Link]** — University of Southern California, ISI — Summer 2019
- Independently created a project for data collection (web scraping & cleaning using Python) and data analysis (natural language processing). Presented the research poster at a symposium.

Web & Graphic Designer — **[Link]** — STEM Center at Kapiolani CC — Fall 2018 to Spring 2019
- Redesigned & rebuilt the website to be more user-friendly and organized.

Computer Science Tutor — STEM Center at Kapiolani CC— Spring 2018
- Resolved problems in Java, C, C++ & Discrete Math course assignments for students.

Projects & Activities

Won 7 graphic design contests, runner up in 12 — **[Link]** — 99designs.com — Since 2014
- Understood clients' requirements & needs to effectively communicate messages visually

Co-Founder & President of Girls Who Code at UHM — **[Link]** — 2019 to 2021

HI Annual Code Challenge 2019 — **[Link]** — November 2019
- Co-led a team of 5 to create an app to post & discover sustainability projects & statistics. Created initial software requirements specs and UI mockups. Developed entire front-end (React Native).

HI Annual Code Challenge 2018 — **[Link]** — November 2018
- Helped create a streamlined data collection, reporting, and data visualization solution for Hawaii's Dept. of Land & Natural Resources. Worked on the front-end of the website and the Android app.

1st Place: Best Entertainment App AT&T Hackathon 2018 — **[Link]** — Honolulu, HI — March 2018
- Helped program a VR game for the Microsoft HoloLens using Unity & C#

FloWater UI Design — **[Link]** — FloWater, an INC 5000 company — Jan 2020
- Created for their IoT app, which was presented at the Microsoft Booth at CES 2020 Las Vegas

ACM International Collegiate Programming Contest 2019 — **[Link]** — November 2019
- Placed #2 in Hawaii for Division 2 & Top 50% of teams overall in the PacNW Regional contest

Volunteer Activities: JS Conf 2019, AFCEA TechNet Asia-Pacific 2018