Carrie **Mah**

Computer Scientist | Developer | UX Designer

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Education

Bachelor of Science with Internship in Computer Science   *Calgary, Canada*
UNIVERSITY OF CALGARY   *September 2011 - June 2018*

- Concentration in Human Computer Interactions and minor in Visual Studies, GPA 3.24/4.0

Skills

Skills	Interaction design, rapid prototyping, user research, website design
Tools	Visual Studio, JUnit and NUnit, MAMP, Photoshop, Illustrator, Git, LaTeX
Languages	C#, XAML, WPF, Java, Processing
Web Technologies	Wordpress, HTML, CSS, Sass/Less, JavaScript, PHP
Operating Systems	Mac OS X Yosemite, Windows 8, Scientific Linux, Windows Phone

Relevant Experience

Undergraduate Research Assistant   *Calgary, Canada*
INNOVATIONS IN VISUALIZATION LABORATORY, INTERACTIONS LAB   *August 2014 - Present*

- Contributed to a paper about how non-scientific disciplines can utilize large images and data on a high resolution large display which was accepted into the 2015 ITS conference
- Completed a workshop paper about how products can be represented as fingerprints which was presented at the 2015 VIS Personal Visualization: Exploring Data in Everyday Life workshop

Developer Intern   *Calgary, Canada*
CRITICAL MASS   *May 2015 - August 2015*

- Collaborated with an interdisciplinary team to create a strategic plan, creative design, social campaign, technical document, and a prototype in HTML5, Less, and Javascript for a mobile application
- Developed responsive design to translate design layouts into a clickable prototype in Middleman, HTML, and Sass
- Maintained an existing Wordpress site to include mobile capabilities through HTML, CSS, and Javascript by designing and coding features in PHP such as a blog and event calendar; this included a detailed end user document discussing how to use the site

Summer Student   *Calgary, Canada*
NUREVA   *May 2014 - August 2014*

- Led development for a C# and WPF client application that used the University of Calgary's SoD (Society of Devices) framework, which allows multiple devices to communicate together and utilize spatial awareness
- Developed, debugged, and implemented demonstrations for the client application

Undergraduate Research Assistant   *Calgary, Canada*
INNOVATIONS IN VISUALIZATION LABORATORY, INTERACTIONS LAB   *May 2013 - May 2014*

- Designed sketches and prototypes for a research project in the field of information visualization
- Developed in Processing and Java to compare the nutritional data between two products
- Helped organize demonstration in the Taylor Family Digital Library and Interactions Lab for the NSERC Surfnet Workshop

Related Projects

User Experience and Interface Designer   *Calgary, AB*
EDU APP CHALLENGE ZERO TO HERO   *November 2015*

- Awarded Third place and People's Choice in a hackathon to help students, by creating a prototype for a gamified mobile application that helps teens critically think about the content they place on social media
- Collaborated with developers to create the interaction flow and created graphic design assets using Adobe Illustrator

User Experience Designer

GRACE HOPPER CELEBRATION'S OPEN SOURCE MICROSOFT DISASTER: RAPID TECHNOLOGY ASSESSMENT APPLICATION

Phoenix, Arizona

October 2014

- Contributed user experience and design input in a group environment
- Organized thoughts into paper wireframes and transferred to an online wireframing tool called Moqups

Volunteer Experience

Computer Science Department Representative

SCIENCE STUDENTS' SOCIETY

University of Calgary

April 2015 - Present

- Created a Facebook group to share opportunities, events, and resources for undergraduate students
- Coordinate and lead workshops such as the Google Design Sprint for Mobile and web languages

Digital Projects Team Lead

WOMEN IN SCIENCE AND ENGINEERING

University of Calgary

April 2015 - Present

- Improving the online presence for the club by designing a Wordpress website
- Creating wireframes, comprehensive design layouts, and content to explain the club, executive team, and a news system

Lead Instructor

GIRLS LEARNING CODE

Calgary, Canada

May 2013 - Present

- Assist workshop attendees with their technical educational pursuits
- Created slide decks and taught programming concepts, Scratch, HTML, CSS, branding, and design

President

COMPUTER SCIENCE UNDERGRADUATE SOCIETY

Calgary, Canada

May 2014 - April 2015

- Organized a group of executives to plan social, academic and career-focused events for the undergraduate population
- Strengthened relations with industry representatives and staff members to present at events for the undergraduates
- Co-created a Resource section for students by including class notes, websites, and online videos to supplement their education
- Presented "How to be a Superhero" on how students can give back to the community by volunteering, and led a workshop on Google's Design Sprint methodology and mobile design patterns at the Canadian Undergraduate Computer Science Conference

Member and Competitor

PROBLEM SOLVING CLUB

University of Calgary

October 2012 - September 2014

- Attended meetings and practice contests to strengthen programming and problem solving skills
- Achieved good standings in provincial programming competitions in a team of two or three

Interests

Design	Learning through online courses and companies to create work in graphic design, logos, and typography
The Arts	Attending events in theatre, musical theatre, orchestrated music, museums, and artisan festivals
Games	Collecting board games, video games, and memorabilia items in addition to playing arcade and pinball games
Hardware	Exploring ways to incorporate art, programming, and hardware to create engaging pieces for people
Communication	Presenting and blogging at conferences about women in technology and Human Computer Interactions