

Mabel Lawrence

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TECHNICAL SKILLS

JavaScript, HTML, CSS, React, Redux, Express, PostgreSQL, Arduino, MATLAB, Rhino3D, Vectorworks, Photoshop

TECHNICAL PROJECTS

Taste Not Waste | <http://www.tastenotwasteapp.com> | <https://github.com/GrundoCapstone/Taste-Not-Waste> 2021

Mobile application that reduces food waste by alerting users when their uploaded grocery items will expire and suggesting recipes using the relevant ingredients. {React Native, Redux, Firebase, Google Vision, CSS, Edamam API}

- Implemented Google Vision OCR to parse food names from line items from uploaded or scanned receipt
- Set up pre-populated form in React Native to allow users to view and edit uploaded items before saving them

Meet in the Middle | <https://github.com/mlawrence103/async-project> 2021

Web application for finding a meeting spot, and nearby activities, that balances travel time with varied transit methods from two addresses. {React, Redux, Mapbox API, Yelp API, CSS}

- Integrated Mapbox and Yelp APIs to render dynamic map and highly rated restaurant suggestions near meetup
- Determined formula to produce meeting point that best accounted for average paces by car, foot, and bike

Autonomous Mobile Robot 2019

Educational project exploring autonomous robotics principles in sensing, localization, mapping and planning with the goal of navigating a virtual robot through a map with both known and unknown walls to find waypoints. {MATLAB}

- Created rapidly exploring random tree path plan with MATLAB to direct robot to waypoints in a given map
- Collaborated to develop algorithm for localizing robot by searching for beacons with known positions in map

EDUCATION

Fullstack Academy, Grace Hopper Program April 2021 – July 2021

17-week immersive fullstack software engineering course focused on JavaScript development with Node.js, Express, Sequelize ORM for PostgreSQL databases, React, and Redux. Focus on HTML5 sites styled with CSS.

Cornell University, College of Engineering August 2015 – May 2019

B.S Engineering: Mechanical Engineering for Design in the Arts GPA: 3.29

PROFESSIONAL EXPERIENCE

Recreational Equipment Inc. | Outdoor Guide and Retail Specialist August 2019 – Present

- Provided feature specifications, fit guidance, and technical advice about hiking, camping, and climbing gear
- Taught lessons on bouldering, compass navigation, and first aid to encourage confidence in the outdoors

Stand and Build | Technical Designer August 2019 – February 2021

- Produced drawing sets and renderings for retail fixtures, custom furniture, and pop ups using Rhino 3D
- Wrote 1900 lines of CSS to edit design of Shopify website to include custom pages, features, and styling
- Developed Arduino code to actuate rotational and translational animations for window displays on 5th Avenue

Theater Work | Carpentry and Design Summer Internships June 2016 – August 2018

- Interpreted drawings to construct and install scenery for New York Stage and Film and the Hangar Theatre
- Coordinated with technical directors to safely optimize load-ins and load-outs of all relevant scenic elements

LEADERSHIP

Medium Design Collective | President and RAW Expo Project Manager 2016 – 2019

- Led team through creative and logistical development for exposition featuring over 40 design organizations
- Organized curation of thematic and interactive materials that highlighted design processes across disciplines

Theta Tau Professional Engineering Fraternity | Scribe 2018

- Served two semesters on elected executive board, tasked with tracking recruitment statistics and meeting notes
- Implemented accessible attendance policies and voting procedures using Google Sheets and Menti voting