

# Maya Harvey

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## EDUCATION

### Stanford University      Stanford, CA

B.S. Candidate in **Computer Science**      2024

M.S. Candidate in **Computer Science, Human-Computer Interaction Focused**      2025

GPA: 3.68 / 4.0

## SKILLS AND COURSEWORK

### Technical Skills

- Python, Godot/GDscript, C/C++, JavaScript, Blender, Houdini, ReactJS, Node.js, Express.js, GitHub, Matlab, Powerpoint, Figma, Unity/C#, Debugging

### Relevant Coursework

- Video Game Design, Graphics, Animation, Computer Systems, Social Computing, Web App design, Prototyping and Product Design, Computer Architecture, Females in Technology Studies

## COMPUTING / DESIGN EXPERIENCE

### Full Stack Web Development Internship at UBS

Business Development, UI/UX programming      2023

- Implemented the "View Beneficiaries" page for UBS's Wealth Management Americas online service website
- Developed strong workplace skills like communication and leadership by utilizing the Agile business model, managed weekly team reports on top of individual development work
- Used REST APIs to communicate with the DOM and database using GET, PUT, and POST HTTP requests
- Developed a solid understanding of browsers, links, entitlements, and UI/UX design and efficiency

### Video Game Design and Implementation

Design thinking and team building, Programming with Godot      2023

- Created a 2d platformer video game snippet in 3 weeks with original narrative, art, puzzles, music and code
- Developed strong teamwork skills, experience working with Kanban and Figma to return deliverables in a timely manner. Practiced task delegation and giving and receiving feedback from playtesters and team members
- Well versed in storyboarding, prototyping, playtesting, onboarding, ethics and iteration

### Bare Metal Programming on Raspberry Pi

Embedded systems      2021

- Coded a computer shell with keyboard and display using command line, without an operating system, powered by a breadboard circuit and 40-pin GPIO header Raspberry Pi with serial connection to a laptop
- Compiled libraries beginning with the microprocessor and ending in C including: programs for navigating the ARM architecture, formatting strings, creating a stack and heap allocator, keyboard and graphics, and a system monitor with interrupts for concurrency
- Fluent with hardware communications, validating scancodes and data bits, processing key events, drawing to bitmap framebuffers, and sending these messages to the GPU

## OTHER EXPERIENCES

- Varsity Scholar-Athlete on the Stanford Beach Volleyball Team, PAC-12 Honor Roll
- 4 year shift manager at Sunlife Organics, responsible for nurturing relationships with community and neighboring establishments in person and online as well as balancing the checkbook
- Prototyped a tangible interface glove with Arduino to model contactless payment
- Designed and implemented an app prototype for equitable healthcare with a novice design team