

Niamh Fitzsimon

SOFTWARE ENGINEER ♦ UI/UX DESIGNER ♦ GRAPHIC DESIGNER

Employment

MyVR Engineer/Designer *San Francisco, CA* *09/2018-Present*

- ♦ Perform a cross-functional role encompassing graphic design, software engineering, and UI/UX design. Work between the engineering, product, and marketing teams to design, implement and maintain new product features.
- ♦ Led the design of a significant new feature. Worked with product specs to design wireframes, MVP UI and the front-end development. Built a portion of the backend and wired it to the front-end.
- ♦ Designed and delivered new marketing assets including a unified brand across multiple web properties: help site, developer portal, and blog. This included making a custom icon library and all supporting illustrations.

Priya Haji Fellow *San Francisco, CA* *09/2018-05/2019*

- ♦ Participated in True Ventures' Priya Haji Fellowship, gaining knowledge of the venture capital and startup worlds and mentorship from founders and venture capitalists while working at MyVR.

Seidenberg Community Coordinator Intern *NYC, NY* *09/2016-05/2018*

- ♦ Worked with faculty, staff, organizations, and students of the Seidenberg School of CSIS to put on events that foster community.
- ♦ Planned and executed details of events, such as coordinating speakers, securing event space, and promoting to the community.

Google Software Engineer Intern *Stockholm,, Sweden* *05/2017-08/2017*

- ♦ Worked on the Hangouts Meet team, creating an administrator alerts dashboard that provides a visual tool for Hangouts administrators to monitor devices on their Hangouts deployment.
- ♦ Designed and built an API that retrieves open alerts from a server and filters them according to customer specifications.
- ♦ Collaborated with a UX designer to design and create a web frontend to display alerts from the API.

Google Engineering Practicum Intern *Mountain View, CA* *05/2016-08/2016*

- ♦ Worked on the Local Search UI team, making the native version of the mobile web directions result, developing in Java and an internal markup language.
- ♦ Edited and wrote code that was part of a huge infrastructure, spending time learning the code base and getting code reviewed by people across the country.

Google Engineering Practicum Intern *NYC, NY* *05/2015-08/2015*

- ♦ Worked on a corporate engineering team with a product on Android and web, completing a project that encompassed designing, implementing and testing a core search functionality for the product.
- ♦ Produced the first implementation of the search functionality in the backend server, exposed it in the server's API, and updated the UI to use it.

Contact

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Skills

Javascript 

HTML/HAML 

CSS/Less 

Java 

Python 

Angular 

Bootstrap 

Adobe Illustrator 

Adobe Photoshop 

Adobe InDesign 

Adobe XD 

*scale is familiar to proficient

Education

Pace University *NYC, NY* *2018*

- ♦ Computer Science BA
- ♦ Art BA
- ♦ History Minor

♦ Cum Laude

♦ Seidenberg School of CSIS
Civic Engagement Award

John Cabot University *Rome, Italy*
Study Abroad Spring 2016