

NICOLE TILLY

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Student with coding experience in **Python, Java, HTML, CSS, C#**. Experience conducting **user research**, robust **product testing**, and problem solving with **design**. Excellent **technical and creative writing**. Understanding of **best practices** in **user-centered design** and programming **version control**. Familiar with design, programming, and analytics tools such as **GitHub, Axure, Tableau, Unity Engine, Firebase, SVN, Rhino3D**

WORK EXPERIENCE

Rentr

Oct 2015 – Present

USABILITY RESEARCHER

- Researcher and usability tester for project to be pitched at 2015 Business Design Competition in March

Boeing Company

Jun 2015 – Sept 2015

FUNCTIONAL SYSTEMS ANALYST

- Updated and doubled number of script tests for bridge interface between manufacturing and software
- Sorted and documented hundreds of batch files
- Java coder and technical writer for winning 4-person team in internal hackathon
- Our team automated a series of tasks for test engineers, estimated to save the company \$50m
- Assisted in building similar automation system for bridge interface using C#, HTML, CSS, and MS Web Services

Bellevue College

Mar 2014 – Jun 2015

ENGLISH TUTOR

- Edited and proof-read personal and school-related writing for students
- Helped students understand English grammar, style, and structure

Cheesecake Factory, Amsterdam Tavern, STOUT NYC

Apr 2008 – Mar 2013

SERVER, BARTENDER, ACTING MANAGER

- Conflict resolution between customers and staff
- New employee training
- Consistently high tip percentage reflects good customer relations

EDUCATION

University of Washington

Expected Dec 2016

BS Human-Centered Design & Engineering

Engineering Department Scholarship (2014 – 2016)

Osher Re-Entry Scholarship (2014 – 2015)

Bellevue College

2012 – 2014

AA Computer Science

English Department Scholarship (2013 – 2014)

Phi Theta Kappa Honors Society (2013 – 2014)

PROJECTS & SOCIETIES

University of Washington

2014 – 2016

GAME DEVELOPMENT CLUB

- Level design, code, and team management for team of 4
- Using Unity Engine and C# to build a platformer and GitHub to collaborate on our work

RE-PAIR RESEARCH GROUP

- 1 of 4 researchers and primary networker for ethnographic research study on crafting communities
- Primary networker for pitching research project to local crafts groups
- Facilitated 3 of 5 workshops and transcribed important notes from recordings to collaborative documents
- Wrote and revised sections of research paper to be published and presented at 2016 CCSW Conference

EXCUSE GENERATOR

- Excuse-generating webpage built with HTML, CSS, and Python with the Jinja2 template engine
- Python and Jinja2 used to grab and sort data from external servers using RESTful APIs
- Firebase.io utilized to host JSON files which could not be repeatedly called from original source
- Deployed website with Google App Engine
- Followed version control best practices by uploading changes to assembla.com using Subversion (SVN)

SOCIETY OF WOMEN ENGINEERS

- General member and peer mentor

UX PROTOTYPING TECHNIQUES

- Workshop class with weekly design challenges
- Fulfil challenges by prototyping with paper, video, 3D printing, laser cutting, and more
- Keep a process blog of each design challenge to illustrate my process