PAULINA RAMOS

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B.A. Computer Science at University of California, Berkeley (December 2014)

• Coursework: Data Structures, Structure & Interpretation of Computer Programs, Machine Structures, UNIX, Entrepreneurship, Discrete Math, Open Data, Computer Security, Artificial Intelligence, User Design, Software Engineering, iOS Game Development, Computer Architecture & Protocols, Android Development

WORK EXPERIENCE

Android Engineer Intern

Trulia

Jan 2015 - Present

• Currently developing features for the Trulia One beta app, such as task lists and reminders for real estate agents to follow-up with incoming leads. (Android, Gradle, Espresso, Appium)

UI/UX Designer (Co-op)

Walmart Labs

Oct 2014 - Dec 2014

• Conducted user research, mapped interaction diagrams, performed usability studies, and created various iterations of wireframes for a new web platform to host "passion projects" of Walmart employees.

Software Engineer Intern

eBay Inc.

May 2014 - Aug 2014

• Worked with the StubHub big data platform team to develop a map-reduce job service and open-source framework to execute and manage map-reduce jobs. (Java, Maven, Spring, Hadoop, Jenkins, Clover)

Co-Founder, Developer

Code the Change at Berkeley

Oct 2012 - Dec 2014

- Co-founded CtC at Berkeley to help computer scientists and programmers use their skills for social change.
- Developed mobile web app for GreatNonprofits.org. (Angular.is, Express, HTML/CSS)

Lead Security Engineer

SA Information Technologies (SA-IT)

May 2013 - May 2014

- Led a team of 5 to build and maintain secure applications for 10,000 individuals + 14,000 campus machines.
- Developed parser to consolidate vulnerability reports from the Nessus IDS. (Python)

Web Developer Intern

Laflife

Dec 2013 - Jan 2014

- Developed friend-recommendation feature and data visualizations on user profile pages. (Rails, d3.js)
- Ideated, storyboarded, and designed wireframes of interactive games for users to play. (Balsamig)

User Experience Extern

Box

Dec 2012

Performed usability tests on Box platform to develop permissions matrix for user roles and account settings.

SKILLS

- Programming: Java, Python, C, HTML/CSS, Android, Django, Rails, MVC, Agile Methodologies, TDD
- Tools: Android Studio, Genymotion, Gradle, CharlesProxy, Eclipse, Git, Chrome DevTools, Framer.js, JIRA
- Visual & Interaction Design: Photoshop, Wireframing, Prototyping, Branding, User Research

SIDE PROJECTS

- Google Image Search An app for users to apply search filters and paginate results infinitely. (Android)
- Picket Watch A collaborative, location-based poster creation smart watch app. (Android, Flickr+Toq API)
- Chordstar An assistive learning app for beginning guitarists. (Android, Toq API, mobile product design)
- Envygram An app that displays a stream of recent, popular Instagram photos. (Android, Instagram API)
- Jobdex A tracking and management tool for the job search process. (Django, Angular.js, jQuery, Heroku)
- Relive FSM A web app built at the #hackFSM Hackathon that allows users to search for artifacts from the Free Speech Movement Digital Archive. (Django, HTML/CSS, JavaScript)

AWARDS AND MISCELLANEOUS