

# Paige Townsend

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A results-driven Human-Computer Interactions student specializing in Python, Java, and UX design. Adept at leading teams and developing technical solutions, with hands-on experience in product mockup designs, project management, and cybersecurity. Eager to contribute to a dynamic team in a Software Engineering, Product Management, or HCI internship for Summer 2026.

## EDUCATION

<b>University of California - Irvine</b> <i>B.S. in Informatics – Human-Computer Interaction Specialization</i>	<b>Jun 2027</b> GPA: 3.35
<ul style="list-style-type: none"><li><b>Relevant Coursework:</b> Data Management, Data Structures, Human-Computer Interaction, Requirements Engineering, Computer Organization, Software Testing, Information Visualization, Project Management</li></ul>	

## SKILLS

**Technical:** Python, Java, C++, JavaScript, Prototyping, High-Fidelity Mockups, Wireframing, MySQL  
**Development Practices:** UX Research, Accessibility Compliance, Project Management, Team Leadership, Technical Documentation, Cybersecurity Threat Detection, Incident Documentation  
**Tools and Technologies:** Figma, Figjam, Web APIs, BitSight, Shodan

## PROFESSIONAL EXPERIENCE

<b>UCI Division of Teaching Excellence and Innovation (DTEI)</b> <i>Digital Accessibility Support Team Member</i>	<b>Irvine, CA, USA</b> Sep 2025 - Present
<ul style="list-style-type: none"><li>Consult with faculty to review course materials and recommend accessibility improvements per WCAG standards</li><li>Remediate instructional content to improve usability and ensure compliance with accessibility requirements</li><li>Develop resources and actionable feedback to build long-term capacity for creating accessible course materials.</li></ul>	
<b>INsite</b> <i>UX Researcher and Designer</i>	<b>Irvine, CA, USA</b> Aug 2025 - Present
<ul style="list-style-type: none"><li>Design an interactive dashboard to reduce inaccessible language in lectures for blind and remote learners</li><li>Collaborate with a PhD student to translate ML-flagged deictic phrases into accessible visual feedback</li><li>Lead user research with professors to identify accessibility needs and create Figma wireframes and mockups.</li></ul>	

<b>CCC Security Center</b> <i>SOC Analyst Intern</i>	<b>Remote</b> Jul 2025 - Sep 2025
<ul style="list-style-type: none"><li>Lead team in conceptualizing a Python script with Bitsight APIs to automate cybersecurity threat detection and analysis</li><li>Apply open-source intelligence tools to investigate and analyze cybersecurity incidents across 116 schools.</li></ul>	

## RELEVANT EXPERIENCE

<b>FUSION ICS Project</b> <i>UX / UI Designer</i>	<b>Nov 2025 - Present</b>
<ul style="list-style-type: none"><li>Conceptualizing and pitching a website concept to a cross-functional team.</li><li>Collaborating with 4 designers on user research and UI design to connect Filipino Americans to their heritage.</li><li>Conduct user interviews to inform the design of a culturally focused cooking platform centered on family recipes.</li></ul>	
<b>Hack at UCI</b> <i>Corporate Co-Director</i>	<b>Nov 2023 - Present</b>
<ul style="list-style-type: none"><li>Manage relations and communication with 80+ sponsors to fundraise \$12,000+ for events with 400+ participants.</li><li>Mentor new 8+ organizers and standardize sponsorship processes through documentation and outreach pipelines.</li></ul>	

<b>VenusHacks</b> <i>Co-President</i>	<b>Jul 2024 - Jul 2025</b>
<ul style="list-style-type: none"><li>Directed organizing team of 40+ students UCI's only women-centric hackathon with 200+ participants annually.</li><li>Oversaw a budget of \$10,000+, including corporate fundraising, university allocations, and grant management.</li></ul>	

## PROJECTS

<b>Human Computer Interaction Design Project</b>	<b>Apr 2025 - Jun 2025</b>
<ul style="list-style-type: none"><li>Led UX research to redesign Quizlet, creating a fully developed prototype that improved usability and task efficiency.</li><li>Conducted user interviews and synthesized findings into actionable personas and task flows.</li><li>Designed wireframes and high-fidelity mockups, resulting in a cohesive, user-centered interface.</li></ul>	
<b>PetrTrips - ZotHacks 2023</b>	<b>Nov 2023 - Nov 2023</b>
<ul style="list-style-type: none"><li>Engineered the backend for a location-based travel app displaying 15+ attractions and 6 hotels per city.</li><li>Integrated Geoapify and Yelp APIs, resolving multi-API data consistency and formatting challenges.</li></ul>	