MADELINE RAE HOROWITZ

UI Engineer

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Experience

Addepar Inc.

Worked on a small team to architect a comprehensive UI system to replace bootstrap within our application. Implemented large user experience refactors across multiple areas within the Addepar product. Built new features and workflows using Ember and Coffeescript. Introduced new test frameworks and build tools to streamline UI development. Collaborated with designers, engineers, and deployment experts extensively.

- · Winner of the Summer 2015 Addepar Hackathon, Client Conscious Award
- · Third place in the Winter 2016 Hackathon, LGTM Award

Grace Hopper Celebration for Women in Computing

Panelist - A Day in the Life · 2016

Spoke on a panel with four other women in tech to an audience of over 600 college students and recent graduates about the day to day differences between front-end engineering, data science, project management, and backend engineering.

· Chosen to speak out of over 1,600 applicants

School of Computer Science, Carnegie Mellon University

Lead Teaching Assistant · 2013-2015

Led a team of five teaching assistants in grading papers and presentations for Technical Communication for Computer Scientists, a technical writing and public speaking course required for all students in the department. Served as administrator for the teaching professor and led recitations and office hours.

Microsoft

User Experience Design Intern · 2014

Prototyped workflows and user experience interactions using Knockout JS. Designed a series of chart animations using D3 that would be used in the Azure web portal.

Microsoft

Explore Intern · 2013

Participated in a rotational program between project management, software engineering, and software engineering in test. Worked on a team of three interns, and was the lead developer on the production of an internal tool used to query the team's bug tracking database and allow for greater visibility of bugs within the team.

Education

Carnegie Mellon University

School of Computer Science · Class of 2015

Bachelors Degree in Computer Science, Minor in Communication Design, Minor in Human Computer Interaction

Skills

UI Architecture

Expertise in CSS preprocessors and postprocessors, organizing code in a sustainable and robust styling.

Front End Engineering

A strong background in Ember.js, jQuery, and PHP. Some experience in complex visual system, and focusing on Angular. Expertise in front-end build tools and test frameworks.

Interface Design

A keen eye for design, user interactions, and branding. A passion for accessibility and pixel-perfect implementation. Experience working in multiple media.

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