ca_se_peut

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EDUCATION

Generic University *GPA: 3.07*

B.S. Candidate Computer Science Track: Human-Computer Interaction

Coursework: iPhone/iPad App Programming, iOS Dev for Mobile Health, Android Programming, Human-Computer Interaction Design, Databases, Design and Analysis of Algorithms, Game Design

SKILLS

Languages: Swift, HTML, CSS, C++, Java
Tools: Xcode, Android Studio, Git, Bootstrap, Neo4j

PROFESSIONAL EXPERIENCE

iOS Engineer Intern, Startup *Jun. 16 – Sept. 16*

- Resolved self-identified user interface bugs in startup's core app to create a smoother user experience
- Implemented a social image polling iMessage extension on iOS 10 as lead front-end developer to expand startup's use cases beyond dating and increase App Store downloads

Student Developer, University Lab *Mar. 15 – Sept. 16*

- Exercised design principles to refresh the aesthetics of the lab software website
- Built a responsive site that dynamically handles presentation in desktop and mobile browsers
- Created a sleek user interface with affordances to improve navigability and overall user experience

Research Assistant, University Lab *Jun. 15 – Sep. 15*

- Engineered a biotic game platform to teach users about complex biological systems in cells
- Developed a platform-paired Android app that implements Chromecast and Bluetooth technologies to indirectly manipulate and observe live microorganisms
- Conducted user studies to verify learning of new biological concepts after interaction with the system and incorporate user feedback

PROJECTS

"The Dish" iOS App (2016): Created an iOS app to list events published to University's website as well as crowd-source other events from students. Parsed University's event RSS feed to gather photos, descriptions, durations, and locations. Implemented Google Maps API to give a visual representation of locations of events and position of user relative to events.

Wine Recommendation (2016): Developed a recommendation system to suggest wine based on a user's preferences and the preferences of similar users. Implemented a Java program that uses SPARQL queries to retrieve and store wine data from DBpedia. Imported data into Neo4j's graph database and used Cypher queries to organize and get wine recommendations.

"O" iOS App (2015): Collaborated as lead developer on an iOS app targeting travelers in unfamiliar areas by displaying local, user-generated events to allow for a more authentic experience. Iterated through the design process by organizing need-finding interviews, brainstorming solutions, prototyping at increasing fidelities, and coordinating user studies to receive feedback.

ACHIEVEMENTS

Personalized GIFs (2016): Won $200 in Startup Hackathon
Project (2016): Research paper accepted to Foundations of Digital Games conference