# RACHEL BOZADJIAN

# FRONT END DEVELOPER

#### / ABOUT ME

Self-taught front end developer at the intersection of design, technology, and science. I prioritize clean, organized code while building streamlined software that is both easily navigable and aesthetically pleasing.

#### / CONTACT

Boston

Email rbozadjian@gmail.com Mobile 617-512-0193



linkedin.com/in/rachel-bozadjian-203999109



https://github.com/rboz1

>> https://rboz1.github.io/portfolio\_site/

#### / SKILLS

HTML5/CSS3
JavaScript
Flexbox/Grid
Python
React
Git
Command Line
Sass/SCSS
Emotion/styled components

#### / WORK EXPERIENCE

- >> Research Associate II December 2021 to present
- >> Research Associate May 2019 to November 2021

Asimov | May 2019 to present

- Create software tool using JavaScript that enables lab team to input and consolidate 96-well plate data, which reduces hands-on time and reliance on spreadsheets
- > Develop Python script using SciPy and PANDAS libraries to analyze and plot data from plate reader .CSV file
- > Automate Sanger Sequencing protocol on OT-2 Liquid Handling Robot using Opentrons Python API
- Collaborate cross functionally with automation team to improve the user interface design of sample tracking system and operations tracking software
- > Train team members on various lab protocols
- Participate in the interview process for a wide variety of candidates across the company
- Completed UCSD Front End Development certification program, and designed and built portfolio while simultaneously working fulltime job

# >> Research Assistant

Brown University | Sept 2018 to May 2019

**Highlighted Project:** Impact of IL1-Beta on Wound Healing in Type 2 Diabetes.

# >> Research Assistant

UC Santa Barbara | Aug 2016 to Aug 2018

Highlighted project: Development of a Novel Rat Model for Diabetic Retinopathy.

### / EDUCATION

## >> University of California San Diego Extension

Certificate in Front End Development | September 2021

# >> University of California Santa Barbara

BS Biopsychology | Class of 2016