SARAH IRONS

Available June 2020- January 2021

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LANGUAGES

Java
HTML
CSS
Javascript
Typescript
PHP
MySQL
Angular
React

TOOLS

Visual studio code
Adobe suite
Figma
Bootstrap

INTERESTS

Prototyping
Human factors
User experience
Visual design
Accessibility
Motion graphics
Psychology

EDUCATION

Rochester Institute of Technology (RIT) | Rochester, NY
Bachelor of Science, Web and Mobile Computing - Expected May 2022
3.87 GPA
Dean's List Fall 2018-Present

PROJECTS

gf this App Design
Foundations of Mobile Design | January 2020 - Present
- Designed an app to make all recipes accessible for celiac/gluten-free people
- Wireframed and prototyped all screens to create the smoothest user experience
- Implemented various visual design principles including repetition, emphasis, and hierarchy

Hungry Hungy Hippos
Computational Problem Solving II | November 2019- December 2019
- Managed a group where we created a Java version of the game Hungry Hungry Hippos by using Java Swing and threads
- Handled programming the main functionalities of the game, including the scoring procedure, the removal of the game balls, and the basic code backbone to support everything else

lit4linux Website
Web and Mobile II | September 2019- December 2019
- Led and developed a group project website to teach teenagers the basics of Linux
- Responsible for the flashcards page, the majority of CSS for the whole site, and the group documentations and tasks
- Turned mock-ups into a functional site, matching the design as best as possible

EXPERIENCE

Tops Markets, *Cashier* | **East Aurora, NY**
May 2019 - July 2019
- Aided in training and observing new new cashiers
- Accurately handled multiple forms of currency and provided a pleasant experience for each customer