

Savannah Thorstensen

(661) 238-6905 | savannahthorstensen9@gmail.com | [linkedin.com/in/savannahthorstensen/](https://www.linkedin.com/in/savannahthorstensen/) | github.com/savannahthorstensen

EDUCATION

College of the Canyons

Expected June 2026

Associate of Science in Computer Science

Relevant coursework: Intro to Algorithms and Program Design/ Java, Data Structures and Program Design, Computer Architecture and Assembly Language

CERTIFICATIONS

Meta Front-End Developer

February 2025

Nine Course Program: Introduction to Front-End Development, Programing with JavaScript, Version Control, HTML and CSS in depth, React Basics, Advanced React, Principles of UX/UI Design, Front-End Developer Capstone, Coding Interview Perpetration

WORK EXPERIENCE

Science Payload Materials Coordinator , COC NASA Aerospace and Science Team, Valencia, CA April 2025-Present

- Maintain and organize lab materials, track equipment usage, document payload components, and assist with procurement
- Collaborate with PIs, mentors, and team leads to ensure all tools and materials are accounted for, functional, and deployment-ready.

NASA HASP Front-End Developer, COC NASA Aerospace and Science Team, Valencia, CA January 2025-Present

- Designed and developed a scientific data dashboard for the NASA HASP project using JavaScript, HTML, and CSS.
- Collaborated with mentors and research teams to translate technical requirements into an interactive user interface.
- Used Figma for UI/UX design and prototyping to ensure intuitive visualization of payload data and real-time telemetry.

PROJECTS

SpectraSolis Dashboard, HTML, CSS, JavaScript, GitHub, Figma

- Created a scientific data dashboard for the NASA HASP project.

Little Lemon, HTML, CSS, JavaScript, React, GitHub, Figma,

- Meta Front-End Developer Capstone Project, restaurant website.

Personal Portfolio Website HTML, CSS, JavaScript, GitHub, Figma

- Developed a webpage showcasing my projects and experience.

Zork Game Java

- Text-based adventure game, players navigate by typing commands, and the game responds with a descriptive environment and their result of the action.

SKILLS

- *Technical Skills:* Java, HTML, CSS, JavaScript, React, GitHub version control, Figma prototyping
- *Soft Skills:* Communication, Problem Solving, Adaptability, Attention to detail, Interpersonal Skills