

# Stephanie Dykes

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## Education

- Georgia Institute of Technology** • Atlanta, GA Aug '12 – May '17
- BS in Computational Media, an intersection of computer science, communication, and design
  - GPA: 3.67
- Ritsumeikan Asia Pacific University** • Beppu, Japan Summer '14
- Study abroad: Japanese Language, Business, and Technology

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## Experience

- ADP** • *UX Designer and Developer* • Alpharetta, GA June '15 – Aug '15
- Designed several iterations of a fully-responsive mobile-first direct deposit web application.
  - Implemented designs using AngularJS, Sass, and JavaScript.
  - Developed web components using Angular 2.0 and Typescript.

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## Skills

**Software:** IntelliJ, Photoshop, Illustrator, Sublime, GIMP, Corel Painter, Unity  
**Languages:** Java, HTML, CSS, JavaScript, Python, C  
**Miscellaneous:** Git, AngularJS, Bootstrap, JQuery, Sass, Node.js

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## Projects

- T-Square Mobile Design** • *Independent* Feb '15
- Designed mobile app for Georgia Tech's course management site. Used Illustrator to create wireframes, mockups, and a site map. Incorporated user research into design and layout choices.
- Sofa Slackers** • *Independent* Jan '15
- Designed and developed a falling block game called Sofa Slackers in under 48 hours as part of the Global Game Jam 2015, using Unity and C#. Contributions were game design and programming.
- Fleet Destroyer** • *Class* Dec '14
- Designed and developed a Game Boy Advance game about dodging asteroids and destroying enemy ships, for a class about low-level programming in C.
- Space Trader** • *Class* Aug – Dec '14
- Programmed a Java FX adaptation of Space Trader, a resource management game about intergalactic trading. Created for a software architecture and design class, programmed using Java.
- Portfolio Website** • *Independent* Aug '14
- Designed and developed my personal site from scratch, using HTML5 and CSS in Sublime Text Editor.
- Any Color You Like** • *Independent* Jan '14
- Designed and developed a tile-based arena combat game called Any Color You Like, in under 48 hours as part of Global Game Jam 2014. Created using Unity and C#. Contributions were game design and art.

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## Relevant Classes

- LMC 3710 Principles of Interaction Design**
- Prototyping, user interactions, personas, storyboards, and mockups
- CS 1332 Data Structures and Algorithms**
- Object-oriented programming, data structures, algorithms, unit testing, and performance analysis
- CS 2340 Objects and Design**
- Software design patterns, code reviews, version control, and agile development on a long-term group project