Stephanie Dykes

706-346-7641 • stephanie.n.dykes@gmail.com
github.com/sdykes3 • www.stephaniedykes.com

Education

Georgia Institute of Technology • Atlanta, GA
- MS in Digital Media, an intersection of technology, human interaction, and design — Aug '16 – May '18
- BS in Computation Media, GPA: 3.70 — Aug '12 – July '16

IT University of Copenhagen • Study abroad • Copenhagen, Denmark — Spring '16

Experience

ADP • *UX Designer and Developer* • Alpharetta, GA — June – 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.

Skills

Languages: Java, HTML, CSS, JavaScript, Python, C
Software: Unity, Photoshop, Illustrator, Sublime, IntelliJ, GIMP, OmniGraffle, Balsamiq, JustInMind, AfterEffects
Misc: Git, Arduino, A-Frame AR/VR, Bootstrap, jQuery, Sass, AngularJS, Node.js

Projects

Virtual Reality Forest • *Class* — Oct '16
- Developed a location-based VR experience in which the user is immersed in a speculative forest representing the Atlanta area in the 1600s. Developed using A-Frame, JavaScript, and a mobile web browser.

SunCalc: Light Calculator • *Class* — Sept '16
- Designed and developed a product that measures sunlight and displays it in relation to the levels listed on seed packets. Utilized 3D printing, product design, hardware prototyping, and Arduino development.

Epic Audio Interface • *Class* — May - Aug '16
- Designed a hands-free, context-aware, wearable music system for skiing. Interviewed users through each iteration and simulated a prototype in Wizard-of-Oz style. Completed as part of a semester-long group project.

Green Guide Copenhagen • *Class* — Jan - May '16
- Designed a context-aware app to facilitate Copenhagen becoming a carbon-neutral city. Studied the culture of the city, interviewed users, created mockups, tested prototypes with users, and iterated on the design.

Portfolio Website • *Independent* — Nov '15 - Feb '16
- Designed and developed my personal site from scratch, using HTML5, CSS, Bootstrap, and Isotope in IntelliJ.

LED Fans • *Independent* — Nov '15
- Created a pair of LED fans as a dancing prop, utilizing soldering skills and Arduino development.

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#. Personal 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.