

Stephanie Dykes

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

Education

Georgia Institute of Technology • Atlanta, GA

Aug '12 – May '17

- BS in Computational Media, an intersection of computer science, interaction, and design
- GPA: 3.67

Ritsumeikan Asia Pacific University • Study abroad • Beppu, Japan

Summer '14

IT University of Copenhagen • Study abroad • Copenhagen, Denmark

Spring '16

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.

Skills

Software: IntelliJ, Photoshop, Illustrator, OmniGraffle, Balsamiq, Sublime, GIMP, Corel Painter, Unity

Languages: Java, HTML, CSS, JavaScript, Python, C

Miscellaneous: Git, AngularJS, Bootstrap, JQuery, Sass, Node.js

Projects

Portfolio Website • *Independent*

Nov '15 – Present

- Designed and developed my personal site from scratch, using HTML5, CSS, Bootstrap, and Isotope in IntelliJ. Currently refactoring to use AngularJS.

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.

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 sprites.

Relevant Courses

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