Stephanie Dykes

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

Objective

UX designer with UX/UI development experience seeking design internship for summer 2017.

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 Computational 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, correcting interface layout, component placement, and user flow with guidance from UX professionals within my team.
- Implemented the above-mentioned designs using HTML, AngularJS, Sass, and JavaScript.
- Developed web components for a new project using Angular 2.0 and Typescript.

Skills

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

Projects

Botanic: Herbal Wellness Guide • *Class*   Nov - Dec '16
- Designed an app for beginner herbal medicine makers, based on ethnographic research. Observed and participated in the practice, interviewed herbalists, and tested an interactive prototype with potential users.

Patriot Bot • *Class*   Nov - Dec '16
- Developed a Twitter bot mimicking a speculative surveillance system regarding American patriotism.

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.