

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
- BS in Computation Media, GPA: 3.70

Aug '16 – May '18

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

Misc: Git, Arduino, soldering, 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.