

Shania Cabrera

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EDUCATION

Cornell University, College of Arts and Sciences

Information Science - UX Design | Game Design Minor

GPA: 3.86

Expected Graduation: MAY 2024

Dean's List - Fall 2021 through Spring 2023

Coursework: Data-Driven Web Apps, Intermediate Web Design & Programming, Computer Game Design, HCI, Data Science, Intro Python Programming, Fashion Product Management

EXPERIENCE

Human-Computer Interaction Design – Undergraduate Teaching Assistant

August 2023 – Present

- Evaluate and grade 14 individual papers biweekly, providing constructive feedback to nurture students' growth and understanding of design principles.

Groove That Goob – UX Designer, Animator, Composer

January 2023 – September 2023

- Designed and implemented UX elements alongside programmers. Created paper and high-fidelity prototypes via Figma. Conducted usability tests to inform design decisions.
- Produced and animated unique character designs using Adobe Photoshop and Procreate. Composed original soundtracks.
- Assisted Steam and Spotify release logistics.

Intro Web Design and Programming – Undergraduate Teaching Assistant

August 2022 – May 2023

- Co-led weekly discussion sections; Created lesson plans teaching JavaScript, UX principles, and HTML/CSS, corrected code, and guided about 25 students.
- Hosted weekly, two-hour-long office hours. Graded eight to ten student projects weekly.

SC Johnson College of Business – Research Data Assistant

May 2022 – August 2022

- Collected, cleansed, and evaluated approximately 2,500 *LinkedIn* entries. Reported user demographics and converted data to CSV format.
- Developed a web scraper utilizing Python to extract and tidy data.

Ophir Lab: Integrative Neuroethology – Research Assistant

October 2021 – March 2022

- Analyzed vole huddling patterns through ImageJ to measure parental presence's influence on behavioral development.
- Utilized Excel to calculate correlation between physical contact and didactic growth.

Cornell IT – Personal Computer and Printing Services

Fall 2021, Spring 2022

- Resolved varying issues Cornell students and staff encountered on Mac and Windows devices.
- Maintained organization and functioning of the printing office and machines at Olin Library.

SKILLS

Tools

Figma • Adobe Photoshop - Extensive • Procreate • Blender - Elementary

Programming

JavaScript • HTML/CSS • SQLite • PHP • GitHub • VSCode • Python • RStudio

Design & Research

User Research • UI/Interaction Design • Wireframing • Data Visualization • Usability Testings • 2D Animation

Ableton - Extensive • Logic Pro

Spanish - Native/bilingual • Italian - Limited working proficiency

EXTRACURRICULARS

Career & Computing

HSF Scholar • SEO Career Candidate Women In Computing at Cornell (WICC) • Underrepresented Minorities in Computing (URMC)

Art / Animation / Design

BigRedHacks - Designer • Development In Games Association (DGA) - Fall 2021

Music

Independent Music Production and Compositions • Mixing Engineer • Keyboardist • Music Production Club

Cultural

Language House (Fall 2021, Spring 2022) • La Asociación Latina • Contigo Perú

AWARDS & RECOGNITIONS

HSF STEM Summit Candidate

Groove that Goob

Most Innovative • #3 Audience Favorite

Impostor Syndrome - Memo

Greatest Social Impact

REFERENCE

Royal Westwater, Cornell Bowers CIS

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