

Simone Badaruddin  
*Interests in Software Engineering, 3D Design, & Audio Visualization*

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## **Education**

**University of Oregon, Clark Honors College**, Eugene, OR

**UO Excellence Scholar:** \$65,000 Academic Performance Scholarship

GPA 3.56

**Bachelor of Science in Computer Science**

- **Skills:** Computer Organization, Data Structures, Operating Systems, AI, Algorithms, UI/UX, Software Methodologies

**Bachelor of Arts in Art and Technology**

- **Skills:** Interaction Design, Digital Drawing, 3D Modeling & Printing, Arduino Programming, Adobe Creative Suite

## **Projects and Specialization**

**Software Development & UI/UX**

- **Projects:** “duck machine” assembler, visual live-updating map, 2048 iOS game reimagined as “512”, contagion-spreading simulator, “Dollarless Dining” Food Accessibility Site, “DuckBank” multi-threaded Operating System, & AI PacMan-solver
  - Demonstrated understanding in coding & an eye for usability, data structures & optimization
  - Studied and employed *Python, JavaScript, C, C++, CSS, & HTML*, as well as *Linux, Virtual Machine, & GitHub*

**Artwork & 3D Work**

- **Projects:** Interactive “infinite-scroll” website, 3D-printed and -scanned bust plus origami counterpart, beat-reactive music visualizer projected onto mesh tapestry, internet art site, Arduino and Processing-based interactive “bunny” laptop cover
  - Crafted user-friendly websites as well as 3D objects valuing Aristotelian aesthetics & smooth interaction
  - Utilized *Figma, Blender, Processing, Arduino & Adobe InDesign, Illustrator, Photoshop, & Dreamweaver*

## **Award**

**Portland Institute for Contemporary Art 2024 Precipice Fund Round 13 Grant Recipient**

- \$5,000 grant for 3D-model & interactive circuit-based exhibition, *uuuuutopiaaaaa*

## **Professional Association**

**Women in Computer Science**

Sept. 2022 to Present

**Social Media and Recruitment Chair**

- Upkeep group’s online presence through visual media, group merchandise, and organizing meetings with advisors
- Head advertisement campaign & keynote outreach for annual Technology Conference student minority groups in tech

## **Publications & Artwork**

Oct. 20 to Present

- Completed commissions including architectural realty sketches, a patented logo, & book illustrations

**Ex-Animo Undergraduate Research Journal, Oregon Voice Magazine, & Envision Magazine**

**Digital Artist, Lead Computer Artist, Art Editor, Cover Artist, & Commissioned Artist**

- Worked with designers, editors, writers, and public relations to creating covers & spreads for each publication

## **Work Experience**

**TheCoderSchool**, Pasadena

June 24 to Present

**Code Instructor**

- Taught Python Art classes to students 9-15, creating weekly plans and explained code concepts through passion for the arts

**Code Ninjas**, La Cañada

August 24 to Present

**Code Instructor**

- Taught coding to children in a structured teaching environment, focusing on beginnings of game development

**San Francisco News**, Remote

June 20 to Nov. 20

**Digital Journalist Intern**

- Researched, wrote, edited, and published 69 articles on local, national, & international news

**Creswell Clubhouse**, Creswell, OR

June 22 to Sept. 22

**Muralist and Children’s Art Instructor**

- Designed & painted 7x30 foot mural for foster care summer program plus taught painting to children & managed schedules

**Tom Sawyer Camp**, Pasadena, CA

May 21 to September 21

**Horse Wrangler**

- Managed the care and health of horses while ensuring a secure environment for riders

**Kotsu**, La Cañada, CA

Nov. 19 to March 20

**Online Order Manager, Server**

**Huntington Memorial Hospital**, Pasadena, CA

March 19 to March 20

**Oncology Wing Nurse’s Assistant**

- Provided care to patients, supported medical staff, & coordinated with the Blood Bank