

Simone Badaruddin  
*Aspiring 3D Artist & Software Engineer*

Los Angeles | 818.406.1552 | [simone.badaruddin@gmail.com](mailto:simone.badaruddin@gmail.com) | [linkedin.com/in/simonebadaruddin/](https://www.linkedin.com/in/simonebadaruddin/) | [simonebadaruddin.github.io](https://simonebadaruddin.github.io)

## Education

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

*UO Excellence Scholar: \$75,000 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