

# Solange Valverde

## DESIGNER + PROGRAMMER

I am a 5th year Interactive Arts and Programming student with a background in both graphic design and computing science. Looking to expand my graphic design experience. Typography and photography lover as well as avid social media buff.

### CONTACT ME

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### EDUCATION

2014 - Present

Simon Fraser University

Major in Graphic Design

& Interactive Systems

### TOOLS

Photoshop

Illustrator

InDesign

Unity 5

Arduino

Android Studio

WordPress

### CODING SKILLS

HTML5 & CSS3

JavaScript & JQuery

Java

C#

C

Python

### LANGUAGES

English

Spanish

Portuguese

French

## INDUSTRY EXPERIENCE

### School District 43

Coquitlam, British Columbia

*Programming Teacher (Grade K - 11)*

November 2016 - June 2018

In charge of teaching kids and making my own curriculum. Each term lasted 18 weeks. Taught kids coding through different methods depending on their age. Kids grade K - 4 would be taught using Scratch & AppInventor, kids grade 3 - 7 would be taught AppInventor and HTML+CSS. Kids from grade 4 - 11 would be taught Java in Processing.

### Alpha Pi Phi Sorority

Burnaby, British Columbia

*Public Relations & Graphic Designer*

July 2017 - April 2018

Designed graphics for their social media, as well as banners. Was responsible for keeping all their social media updated as well as creating the necessary graphics during recruitment season.

### Co-Lab Peru

Vancouver, British Columbia

*Website Developer & Graphic Designer*

August 2016 - January 2017

Designed the website layout, creating a child template for Wordpress. Designed icons and graphics for website as well. Was responsible for all wireframes and UX/UI experience. Was also responsible for enhancing photos taken before publishing them.

## PROJECT EXPERIENCE

### Archiact Game Jam

Coquitlam, British Columbia

*Virtual Reality Phone Game*

March 2015

Co-created a virtual reality phone application "Bedtime Story". Worked from prototypes and implementation of UX/UI experience to the finished version in 12 days which is the duration of the Game Jam. Was also focused on the graphic design area.