

# Tara Standard

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[tara-standard.netlify.app](https://tara-standard.netlify.app) | [linkedin.com/in/tara-standard](https://linkedin.com/in/tara-standard) | [github.com/standard-t](https://github.com/standard-t)

## EDUCATION

**Northeastern University**, Boston, MA September 2023 – Present  
Khoury College of Computer Sciences  
*Candidate for Bachelor of Science in Computer Science and Design* Expected May 2027  
GPA 3.7/4.0 | Dean's List

**Relevant Courses:** Object Oriented Design | Web Development | Algorithms and Data | Discrete Structures | Information Visualization | Prototyping with Code | User Experience Design | Human Computer Interaction | Designing Interactive Experiences | Design Process and Practice

## TECHNICAL KNOWLEDGE

**Languages:** Java | HTML | CSS | JavaScript | Python | TypeScript | Racket | Processing  
**Applications:** Git | Eclipse | IntelliJ | Visual Studio Code  
**Frameworks:** React.js | Bootstrap | Tailwind | Pandas | Matplotlib | Altair  
**Design Tools:** Adobe Design Suite | Figma

## PROJECTS

**Canvas Replica – HTML, CSS, JavaScript** January 2025 – Present

- Recreating a web-based learning management system similar to Canvas using HTML, CSS, and JavaScript to match the platform's aesthetics and dynamically render content; planning future implementation of RESTful APIs and NoSQL for enhanced functionality and data management

**Personal Portfolio Website – HTML, Tailwind, JavaScript** January 2025

- Designed and developed a responsive personal portfolio website using HTML, Tailwind CSS, and React, showcasing projects and technical skills with a focus on clean UI design

**Northeastern Project Hot Sauce, Seattle, WA – User Experience Designer** June – August 2024

- Partnered with Northeastern Campus operations and sensor engineers to design a data visualization system displaying live and historical HVAC system status to identify trends and optimize functionality
- Conducted user research and testing through interviews and observational studies, identifying needs and creating interaction scenarios to inform design decisions, delivered a polished Figma prototype

**Fundamentals of Computer Science 2 Light'em All- Java** April 2024

- Implemented Light'Em All game using Kruskal's algorithm to generate a solvable gameboard with a spanning tree structure, gaining experience in algorithm design, large-scale programming, and project planning while enhancing problem-solving and collaboration skills

## WORK EXPERIENCE

**SkiMate, Boston, MA – Lead Product Designer** July 2024 – Present

- Spearheaded the design of a mobile app to foster connections between snow-sports enthusiasts, including the creation and management of mobile interface, workflows, brand identity, and design system
- Collaborated with CEO, product manager, and developers to define target audience, value proposition, and create a successful phase 1 launch plan
- Defined user requirements, use cases, and scenarios to ensure a seamless, engaging experience for the app's community-driven features

**Mass General Brigham Safe Sleep Initiative, Boston, MA – Visual Designer** December 2024

- Crafted a suite of posters, brochures, and promotional materials for Mass General's NICU and maternity ward
- Educated new parents on safe sleeping practices through accessible design, simplifying complex information to correct misconceptions and reduce infant sleep-related deaths, all while adhering to style guidelines

## INVOLVEMENT

**Alpha Phi Omega Service Fraternity – Member** January 2024 – Present

- Contributed to community service projects across Boston, assessing local needs and providing hands-on support, while engaging in social events to strengthen community ties and foster connections within the chapter

**NuSci Magazine – Designer** September 2024 – Present

- Designed visually engaging article pages and spreads for the print edition of a student-run science magazine