

# Stephanie Simms

☎ (916) 202-0161 | ✉ stephanie.simms@gmail.com | 🏠 stephaniesimms.com | 🔗 stephaniesimms | in srsimms

## Profile

---

Software engineer, former social science researcher, and user-centered design enthusiast. Leveraging my background in studying humans for building technology that aids (rather than frustrates).

## Technical Skills

---

<b>Languages &amp; Frameworks</b>	JavaScript (ES6), Python, React, Redux, Node.js, Express.js, Flask
<b>Tools</b>	SQL, CSS, HTML, jQuery, Bootstrap
<b>Miscellaneous</b>	Certified Scrum Product Owner, ArcGIS, Image Processing (ENVI), Adobe Creative Suite

## Experience

---

### Elevate

San Francisco, CA

SOFTWARE ENGINEER - INTERN

Aug 2019 - Sept 2019

- Collaborated on a team to build an MVP for a new start-up within a Node Express and React codebase.
- Designed and implemented the data model in PostgreSQL and created primary user routes.
- Created unit and integration tests using Jest to cover all features; achieved % test coverage.

### University of California, California Digital Library

Oakland, CA

PRODUCT MANAGER

Jun 2015 - Dec 2018

- Formed an international product team to develop and launch a new version of the DMPTool, an internationalized, open source application that enables researchers to meet funding agency requirements for open data.
- Led product development with a distributed team of 6 engineers and 2 UX designers using agile methods.
- Conducted user research and designed new technological approaches to facilitate open and efficient research practices, balancing the needs of multiple stakeholders.
- Doubled user registration (currently 35k individuals and 245 research institutions) and liaised with government funding agencies in the US, UK/EU, Brazil, Japan.
- Created content for internal and external communication channels (blog and social media).

### University of California, Los Angeles

Los Angeles, CA

CLIR POSTDOCTORAL FELLOW, DIGITAL PROJECTS ANALYST

Jul 2014 - May 2015

- Conducted user research and developed metadata standards for data publication with university stakeholders.
- Evaluated digital research projects and recommended technical solutions, especially for geospatial components.

### Journal of Field Archaeology

Boston, MA

MANAGING EDITOR & JOURNAL FELLOW

Sept 2008 - Jan 2014

- Customized the UI and workflows for a redesigned submission system and increased publication schedule (from 4 to 6 issues per year), streamlining the process for authors and editors.

### Bolonchén Regional Archaeology Project

Yucatán, Mexico

PROJECT MANAGER & LEAD INVESTIGATOR

May 2007 - Jul 2011

- Spearheaded the research plan and drafted proposals to secure permits and funding. Managed project operations and budget.
- Trained and supervised 10-40 students and workers annually in field and lab methods.

## Education

---

### Rithm School

San Francisco, CA

16-week intensive web-development program

Jun 2019 - Sept 2019

### PhD in Archaeology | Boston University

Boston, MA

Specialized in ancient and modern Maya human-environment dynamics

2014

**Languages** \_\_\_\_\_

English (native), Spanish (fluent), Portuguese and German (elementary proficiency)

**Interests** \_\_\_\_\_

Being outdoors (climbing, cycling, backpacking, gardening) and/or upside down (partner acrobatics, aerial silks)