

Stephanie Simms

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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

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

Experience

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

16-week intensive web-development program

San Francisco, CA

Jun 2019 - Sept 2019

PhD in Archaeology | Boston University

Specialized in ancient and modern Maya human-environment dynamics

Boston, MA

2014

BA in Classical Civilization | University of California, Los Angeles

magna cum laude - Phi Beta Kappa

Los Angeles, CA

2003

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).