

# TALIA BAHAR

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## SKILLS

### Programming Languages

JavaScript  
Java  
HTML  
CSS  
Python

### Technologies

React  
GitHub  
Git  
Adobe Illustrator  
Adobe Photoshop  
Adobe XD  
Adobe InDesign  
InVision  
Node.js  
Maven  
MongoDB

### UX Methods

Wireframing  
User Testing  
Personas  
User Journey Mapping  
Affinity Mapping  
Storyboarding  
Data Presentation

### Design

Interaction Design  
Illustration  
Visual Design  
Digital Design  
Style Guides  
Branding  
Visual Identity  
Drawing

### Languages

English  
Farsi

## EDUCATION

### Loyola Marymount University (LMU)

Bachelor of Science, Computer Science  
Minor: Studio Arts - Graphic Arts Emphasis  
GPA: 3.41 / Dean's List Fall 2018, Fall 2019  
Expected May 2021 | Los Angeles, CA

Affiliations: Assoc. of Computing Machinery (Events Chair), Society of Women Engineers, Han Tao

## WORK EXPERIENCE

### Mozilla's Fix-the-Internet Hackternship — Intern

Feb 2020–May 2020

Los Angeles, CA

- Created an MVP for an original app idea on a team of 3 to counter the spread of misinformation on the internet. Served as a Front-End developer and UX/UI lead. Received mentorship from Mozilla professionals and strengthened React skills.
- Individually created low-fi and mid-fi wire-frames, collected user research, created user personas, ran user tests, and designed all app artwork.

### Google Computer Science Summer Institute — Teaching Assistant

Aug 2019

Los Angeles, CA

- Assisted with JS, Python, HTML, CSS, and Google App Engine lessons with a focus on debugging, API integration, front-end, and web app development to 18 incoming LMU freshmen for 11 hours a day over the course of 3 weeks.

### Google CodeU — Program Participant

May 2018–Aug 2018

Los Angeles, CA

- Collaborated with a team of peers to create a chat app using Java, HTML, CSS, Google Cloud Platform APIs, including App Engine and Datastore. Gained experience in both back-end and front-end development by implementing text styling properties and a notification system.
- Contributed to open-source software using Git and GitHub, conducted regular code reviews with/for teammates, and extended an existing codebase.

## PROJECTS

### RE — Lead UX/UI Designer + Front-End Developer

July 2020–Current

- Developing environmental app coded in both React and React Native. Individually wireframed and created all art work for web and mobile app versions using Adobe Illustrator and Adobe XD.

### PetMatch — Project Manager

April 2020

- React web app that helps users find adoptable animals near them based on their needs through a short quiz. Coded in React, JavaScript, HTML/CSS and uses React Router and the Petfinder API.

### Package Tracker Web App — Developer

Oct 2019–Nov 2019

- Individually wireframed, developed, and tested a single-page React web app that tracks packages given a carrier and tracking number designed to satisfy Nielson's 5 usability metrics. Utilized 2 APIs to display a package's current delivery status and location on a map within a React Modal.
- Researched popular usability guidelines and created all app artwork in Adobe Illustrator.