# Jocelyn Velazquez

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## EDUCATION

**University of Washington**                                                                    Seattle, WA
*Bachelor of Science in Informatics (concentration in Software Engineering)*          *Sep. 2022 – Jun. 2026*

## EXPERIENCE

**Software Engineer & Product Management Intern**                              Jun. 2024 - Aug. 2024
*Microsoft, Cyborg Mobile*                                                                        *Seattle, WA*
- Developed a web application over 7 weeks, On The Fly, enabling travelers to rent luggage space, preventing overweight luggage fees; collaborated on design, backend, and user interface.
- Built responsive front-end with React.js, Google Maps API for flight connections, and Azure image processing for automated TSA compliance.
- Implemented Firebase for secure, real-time transaction handling and managed comprehensive technical documentation to address operational and security needs.

**Developer & User Experience Designer**                                        Mar. 2024 – Jun. 2024
*Wordplay, University of Washington*                                                              *Seattle, WA*
- Contributed to the development of an interactive programming platform in React, aimed at teaching coding to youth from diverse linguistic backgrounds with a focus on accessibility.
- Designed and implemented a typewriter-style coding module, translating research into functional components that enhanced user engagement and maintained the platform's playful and educational aesthetic.
- Created comprehensive user documentation, improving platform usability and fostering a more inclusive learning experience for a diverse audience of young learners.

**Artificial Intelligence Undergraduate Researcher**                            Jan. 2024 – March 2024
*Directed Research in Human Centered Design and Engineering*                                      *Seattle, WA*
- Conducted research on AI's impact on product design, interviewing industry professionals and performing literature reviews to evaluate AI's role in interface creation.
- Developed and refined AI prompts to investigate its potential and limitations in interface design, contributing valuable insights that could influence future design practices and methodologies.

**User Experience Design & Research Intern**                                    Sep. 2023 – March 2024
*Seattle Public Library: Nourishing Teen Mental Health*                                          *Seattle, WA*
- Collaborated with SPL staff and teen participants in the "Nourishing Minds" initiative to design accessible mental health resources, including a "cookbook" of activities and a card deck to support teen wellbeing using Figma.
- Facilitated workshops with youth, co-designing inclusive and low-tech activities that fostered stress management, social connection, and mental health awareness.
- Contributed to user research and participatory design processes, integrating feedback from diverse groups to create adaptable mental health support tools now used by low-income libraries nationwide.

## PROJECTS

**Stickerest** | *React, HTML/CSS, JavaScript, DOM, Firebase*                          Sep 2024 – Present
- Collaborated with a team to design and develop a web app that addresses sticker hoarding by enabling users to catalog, visualize, and trade their sticker collections.
- Led the implementation of a library for uploading and categorizing stickers, a drag-and-drop interface for designing sticker layouts on different devices, and a marketplace for trading stickers. Integrated Firebase for data management, ensuring seamless user experience.

## SKILLS

**Languages**: Java, Python, C++, JavaScript, HTML/CSS, R
**Frameworks**: React, Firebase, JSON, Node.js, JUnit, Bootstrap, Material-UI
**Developer Tools**: Git, VS Code, IntelliJ, Eclipse
**Other**: Data Structures and Algorithms, UI/UX Design, User Research, Product Management, Technical Writing