ZOE TIET

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EDUCATION

University of Rochester   **Rochester, NY**
Bachelor of Arts in Computer Science, Digital Media Studies   *Anticipated May 2017*
   4.0 GPA for Fall 2015; Cumulative GPA 3.82 – Dean's List All Eligible Semesters
   David T. Kearns Scholar, Rochester Promise Grant Scholarship Recipient, Rochester National Grant Recipient, Benjamin A. Gilman Scholarship

Relevant Coursework
   Mobile App Development, Human Computer Interaction, Adv. Front End Web Development, Research in Public Speaking (Independent Study
         with HCI lab), Artificial Intelligence, Web Programming, Web Design & Development, The Science of Data Structures, Discrete Mathematics
   Currently Taking (Study Abroad in Budapest, Hungary): Algorithms, Graphics, Design Workshop, User Interface Design

SKILLS

`</>` Java, HTML/CSS, JavaScript, Android Programming, Python, SQLite, PHP   🎨 Final Cut Pro, Adobe Photoshop, Illustrator, InDesign

PROJECTS

MotionSpeak (HCI Final Project) *(available at https://sites.google.com/a/u.rochester.edu/motionspeak2015)*   *November 2015*
- Google Glass application written in Java utilizing motion sensors to give visual feedback to user during free speech to effectively use space
- Developed using Android Studio; lead project and product management for team and responsible for development and design

poolit (CodeU Final Group Project) *(available at github.com/annieoakley/dream-coders)*   *August 2015*
- Android application written in Java implementing Google Maps API to help users find carpools and get to their destinations
- Worked on creating carpool activity to show, take, and save input to Parse API, data persistence, layout XML, tablet UI

Waddle *(Web Programming Project) (available at waddler.org)*   *Fall 2014*
- Crowdsourcing CRUD web application group project written in Python, implementing Javascript, takes input from users to estimate
  approximate waiting time at campus Starbucks and other dining locations with traffic

EXPERIENCE

Google CodeU Mentorship Program   **Virtual**
Participant   *March 2015 - August 2015*
- Worked on a series of technical exercises focusing on data structures and algorithms under the guidance of a Google engineer mentor
- Completed Udacity's Developing Android Apps course, worked with 2 other participants to create a carpool app using Java and Android Studio

Human Computer Interaction Lab, University of Rochester   **Rochester, NY**
Xerox Research Engineering Fellow   *May 2015 - July 2015*
- Assisted in editing existing interface for web application RocSpeak that analyzes nonverbal behavior from recorded webcam video
- Conducted and maintained remote 5-week long user study with 52 participants to evaluate system and interface
- Created and edited footage for promotional, tutorial, and instructional videos for ongoing studies at the Human Computer Interaction Lab

Computer Science Department, University of Rochester   **Rochester, NY**
Teaching Assistant (Workshop Leader)   *January 2015 - Present*
- Leads groups of students weekly in small workshop setting, reviewing complex ideas learned in lecture and providing assistance

Rettner Hall, University of Rochester   **Rochester, NY**
Digital Media Specialist II   *Spring 2015 - Present*
- Part of IT Center Help Desk team assisting patrons with questions or training with software and equipment in Rettner Media Lab

ACTIVITIES

Logos: Art & Literature Journal   **Rochester, NY**
Social Media Manager, Production Manager   *January 2014 - May 2015*
- Managed Facebook, Tumblr, and Twitter accounts updating posts and events promoting to the University of Rochester student body
- Designed and produced journal of student-submitted artwork and literature using Adobe InDesign and Photoshop

Hartnett Art Gallery   **Rochester, NY**
Graphics Publicity Director   *Fall 2014 - Present*
- Designs posters, postcards, flyers, wall vinyl, etc. for student-run art gallery on campus for professional artists' exhibitions