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## EDUCATION

### Carnegie Mellon University

B.S. in Computer Science, 2013

GPA 3.19/4.0 (to-date)

- » Software Structures for User Interfaces
- » Mobile User Interface Lab
- » Intro. to Computer Systems
- » Great Theoretical Ideas in CS
- » Data Structures and Algorithms
- » Functional Programming
- » Technical Communication for CS

### Mountain View High School

High School Diploma with Honors, 2009

GPA: 3.73/4.0 (un-weighted)

## EXPERIENCE

### Adobe Systems

Software Engineer Intern, Summer 2011

Built a project management visualization tool to be used by the Acrobat team to track progress of projects and tasks.

- » Built a feature from scratch that pulls data from an existing Acrobat database and updates with every database edit
- » Made a highly interactive flash feature with tool tips, zoom sliders, and dragging capabilities
- » Implemented filtering tools to be used with several existing features as well as added feature

### The 41st Parameter

Software Engineer Intern, Summer 2010

Assisted in the enhancement and customization of the Company's existing products, adhering to the Company's check out, commit, and product build methodologies.

- » Modified a new module to include synchronization and serialization and designed unit test cases for it
- » Updated and added new data to final product schema and enhanced multiple UI menus to query database
- » Debugged existing product in preparation for release

## DESIGN PORTFOLIO

Freelance design work done for individuals, clubs, and organizations.

[necroskiss.deviantart.com/gallery/](http://necroskiss.deviantart.com/gallery/)

## PROJECTS

### Schedule+

UX Designer, 2011

Principle designer in creating a Facebook app schedule sharer that allows CMU students find friends in their classes.

- » Designed views to determine which friends are in which classes, in the same class but different sections, free or busy at the moment, etc

### YWCA Tech Gyrls

Web designer, 2010 - 2011

Principle programmer in creating a web portal suited for young girls with activities teaching science, technology, engineering, and math (STEM)

- » Sketched up and prototyped UIs intuitive to a specific audience.
- » Tested mock-ups during production on users to ensure ease of use
- » Implemented password protection, blog posts, and account creation

## COMPUTER LANGUAGES

|                  |                         |
|------------------|-------------------------|
| Java/Android     | Flex (ActionScript 3.0) |
| SML              | C                       |
| Unix             | Perl                    |
| HTML/CSS         | Shell Script            |
| Groovy on Grails | SQL                     |

## ACTIVITIES

### Association for Computing Machinery (ACM)

(Summer 2011 - present)

- » UX designer that makes applications usable for the university community

### Andrew Ambassadors

(Spring 2011 - present)

- » Campus tour guide, panel leader, and admissions blogger

### Holleran Scholar

(Fall 2009 - present)

- » Philanthropic club that funds other university club for commendable projects

### Kiltie Band

(Fall 2009 - present)

- » Vice President of Public Relations
- » Alto Saxophone player