

## EDUCATION

- GEORGIA INSTITUTE OF TECHNOLOGY- *Atlanta, Georgia* Aug. 2016 – May 2020
- Candidate for Bachelor of Science in Computational Media
  - Concentrations: Intelligence, Interaction Design
  - 4.0 GPA
- 

## EXPERIENCE

### GEORGIA INSTITUTE OF TECHNOLOGY

#### Research Intern, Atlanta, GA

*Interactive Topic Model and Metadata Visualization (TOME)* Jan. 2016 – Present

- Leading full-stack development for website visualizing topic model of abolitionist newspapers.
- Configured and managed Apache2 server on Ubuntu with Django web framework
- Scripted custom D3 visualizations to help researchers analyze 19<sup>th</sup> century abolitionist movement
- Introduced Agile methodology into team workflow to accelerate design and development

#### *The Shape of History*

Aug. 2016 – Jan. 2016

- Constructed data visualization template for multiple datasets in a variety of interactive contexts using HTML, CSS, and JS
- Developed each of 5 visualizations using SVG manipulation library Two.js
- Implemented non-standard approach to site navigation using non-linear grid backed by CSS3
- Presented team's published paper at 2017 Digital Humanities Conference in Montreal

### WASABI VENTURES

June 2015 - Aug. 2015

#### Testing Intern, Manchester, NH

- Wrote PHPUnit and Selenium tests for two startups Vidfall and Sravel
  - Researched, documented, and implemented "infrastructure as code" principles
  - Streamlined development by implementing AWS-hosted Jenkins server for code testing
  - Worked on Apache2 servers on both Linux and Windows-based operating systems
- 

## PROJECTS

### FOURIER ART

Sept. 2016 – Present

- Coded web-based music visualizer and player which dynamically processes mp3 files
- Learned Paper.js and p5.js to meet needs of project within 36-hour hackathon
- Continuing development as side project until public release later this year

### PERSONAL WEBSITE

Oct. 2016 – Present

- Built responsive website for personal branding with HTML, CSS, JS, and JQuery
- Created logo and icons for use in the site using Inkscape vector graphics editor
- Planned and wire framed additional feature for later site versions

### MONDRIAN ART GENERATOR

Oct. 2017 – Present

- Built responsive art generator based on work of Piet Mondrian using Paper.js
- Utilized APIs from Flickr, Wordnik, and Color Thief to generate unique art
- Used PHP to avoid cross-domain image errors and the "Tainted Canvas" error

### HOMELESS SHELTER LOCATOR

Jan. 2018 – Present

- Working as primary interface designer on Android app to benefit homeless in Atlanta
- Following Agile methodology to write user stories and plan sprints for this semester