

 **EXPERIENCE**

**Alumni Manager** - Girls Who Code April 2017 - Present

- Continue all previous responsibilities as Online Community Manager
- Launch and analyze success of alumni initiatives through survey and metrics reports
- Maintain and report student and company records on professional development platform, "HireMe"
- Code data visualizations to identify opportunities and inform decisions across teams
- Build relationships with 100+ HireMe partner companies
- Connect and strengthen a community of over 40,000 alumni and ensure their success through events, job opportunities, giveaways, learning resources, advice columns, and a monthly newsletter
- Create and adjust KPIs throughout the lifetime of two products

**Online Community Manager** - Girls Who Code September 2016 - April 2017

- Prepare strategies, community guidelines, and goals in one-year plan for launch of Girls Who Code's app, Loop
- Gather statistics from Leanplum and raw data for Loop and aggregate data into analytics reports
- Share relevant content and run campaigns to increase user acquisition and engagement statistics for a growing community of 4,000
- Manage teams of brand ambassadors, mentors, and leaders to drive a sense of community
- Resolve technical issues, compile bug reports, and provide guidance to users and development team

**Hiring Consultant & Site Lead** - Girls Who Code December 2015 - August 2016 & December 2016 - July 2017

- Conduct over 200 interviews and provide feedback for final hiring decisions to hire 450 teachers and TAs for Summers 2016 & 2017
- Communicate between teachers, students, parents, and corporate partners: IBM, Disney, The Saban Foundation, and AT&T
- Coach and support five teaching teams with curriculum, classroom management, team dynamics, emergencies, and logistics
- Attend and speak at events on behalf of Girls Who Code

**Summer Immersion Program Teacher** - Girls Who Code June - August 2015

- Lead a classroom of 20 students and two TAs
- Act as liaison between Girls Who Code and host company, General Electric
- Prepare lessons to cover several aspects of computer science
- Assess student progress with hard and soft skills

**Lead Technical Artist and Programmer** - The Metacosmic Earth Race & Indie Team Studio 2014 - 2015


- Develop all major in-game shaders and using Unity's native shading language, ShaderLab
- Create automation scripts with GUI front ends to reduce actions in Maya

**Web Developer** - Robot Envy & Freelance 2014 - 2015


- Build custom sites from scratch and modify Wordpress child templates with PHP
- Develop with design and flexibility in mind
- Create custom widgets and UI for clients

 **AWARDS AND ACHIEVEMENTS**

- Dell: DWEN (Dell Women's Entrepreneurial Network) - Web Development Workshop Leader
- Benjamin A. Gilman Research Grant - Recipient
- Freeman-Asia Research Grant - Recipient

 **SKILLS**

- C++, C#, Javascript, Python, WebGL, HTML/CSS, PHP, Data Aggregation, Data Analytics, Data Visualization, Embedded Systems, Project Management, Photoshop, Illustrator

 **EDUCATION**

- Rigging Dojo - Rigging 101 Certification 2016
- Columbia College Chicago *Chicago, IL* - Computer Science: Game Programming BS 2015
- Kwansei Gakuin University *Osaka, Japan* - Research Semester Abroad 2013
- Kendall College of Art and Design *Grand Rapids, MI* - Fine Art 2010