MICHELLE E MAZO

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO
Cognitive Science with a Specialization in Human Computer Interaction
Minoring in Computer Science - GPA: 3.7   June 2024

- Provost Honors
- Python Programming
- Java
- C and Assembly
- Usability and Architecture
- Human - Computer Interaction
- Basic Data Structures and Object-Oriented Design
- Software Tools and Techniques
- Computer Organization and System Programming

MINNETONKA HIGH SCHOOL
High School Diploma - GPA: 4.3   2016 - 2020

- AP Scholar with Honors Award, Academic Lettering

EXPERIENCE

STUDYFIND, Remote   September/2022 - Present
Lead UX Designer/Frontend Dev

- Lead and oversaw the UX design team on the redesign of 100's of website and app components at StudyFind
- Guided 3-5 UX designers in the process of redesign as well as helped several understand design principles and tools
- Tested multiple users on the redesign of the website with the goal to get website viewership up by 20%
- Collaborated with other Software Engineers using HTML, CSS, React, Typescript and Firebase to design and develop the website and the app

FRONTIDA RECORDS, Remote   September/2022 - May/2023
Product Developer Intern

- Developed 3 impact-driven, custom health apps for low-income hospitals using AppSheet and Google App Script (.js)
- Analyzed and understood user needs of 5 low-income hospitals in Ukraine and Uganda through user interviews
- Used python and Javascript to help organize the internal database of clients as well as add certain features to their apps
- Demoed final products for potential clients and reiterated based on their needs

DOTCOM MONITOR, Minnetonka, Minnesota   June/2021 - October/2021
UX Intern

- Collaborated with web designers to create websites using HTML, CSS, JS and Adobe Photoshop
- Learned Adobe Photoshop and Figma to help and create designs for website
- Worked alongside other coworkers to help redesign aspects of the Dotcom - Monitor website
- Worked to develop and design a few websites to improve company SEO

MINNETONKA RESEARCH, Minnetonka, Minnesota   September/2019- June/2020
Student Researcher

- Created my own research project that focused on sleep in correspondence with productivity
- Measured the heart rates of 20 students at night for 30 days and had students respond to self-reported surveys for 30 days
- Discussed research findings with accredited professionals at the Twin Cities Science Fair
- Collaborated with others to solve problems such as figuring out lab results and finding participants

PROJECTS

Humble Bean Cafe   January/2023 - March/2023

- Worked with a small cafe in San Diego to do a complete redesign of their website
- Went through thorough user testing and created several interactive Wireframes and Prototypes in figma
- Also create product photos for the client to add better pictures to their website

Eatery   September/2022 - Dec/2022

- Redesigned the "Toast" interface many servers use for their daily restaurant app
- Went through the process of needfinding and user interviews to find what was best for the clients
- Had long critique sessions with other people on aspects of our project

Visual Novel   June/2022 - August/2022

- Currently creating a visual novel game using Python and the RenPy Visual Novel Engine
- Coded mechanics of game, including user interface, user choice and input for character name
- Worked on the design as well as coded the GUI and visuals of the game

TECHNICAL SKILLS

- Python, Java, C, Assembly
- Javascript, React, Node, HTML, CSS, TypeScript
- Github
- Adobe Lightroom
- Adobe Photoshop
- Figma
- Canva
- Native Russian Speaker