Software Engineer

Specializing in visual design & web development

Grace Manning

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Computer Science, B.S., University of California, Irvine

Education Graduated June 2023	**University of California, Irvine –** *B.S. Computer Science* • Design & implementation of data structures and algorithms • Database management systems (MySQL, PostgreSQL, MongoDB) • Principles in software design, human-centered design • Information retrieval and user interaction software **Member of Campuswide Honors Collegium & Dean's Honor List recipient**
Skills	**Technical:** • **Visual/Design:** TouchDesigner, Figma • **Web Dev:** HTML, CSS, JavaScript, TypeScript, React, Angular • **App Dev:** Flutter/Dart, Android Studio, Xcode • **Other languages:** Python, C++, C, Java, Racket • **Databases:** MySQL, PostgreSQL, Redis, MongoDB • **Tools:** Git/GitHub, AWS, Squarespace, WordPress **Interpersonal:** • Comfortable with public speaking. • Experienced leader and team player. • Creative problem solver. • Open and honest communicator. • Adaptable, inspired to learn.
Work Experience	**Office Assistant & Website Administrator** at Pure Lab Solutions, July 2018 – Present • Maintaining the company website in Squarespace and improving the appearance & accessibility through design. • Creating web forms and marketing materials to increase site traffic and company visibility during marketing events. • Leading long-term projects to digitize and modernize processes that improve company-wide efficiency. • Assisting the CEO and Quality Manager in growth and quality projects through data analytics, project planning/timelines, and quality metrics collection. **Digital Communications Specialist** at UC San Diego, February 2024 – September 2024 • Created email campaign templates for Undergraduate Admissions, Financial Aid, and other campus departments. • Programmed emails in the Slate CRM tool using HTML with CSS styling, utilizing Liquid Markup and merge fields to provide content customized to each recipient. • Wrote SQL queries within Slate to target a specific population of recipients. • Sent mailings to populations ranging from 5 to 200,000 people. **Summer Intern & Coding Instructor** at ThoughtSTEM LLC, July 2017 & July 2018 • Taught summer camp classes in robotics, Arduino, 2D game design, and application development. • Learned the Racket programming language and application development in Unity.
Projects	**Undergraduate Research,** September 2022 – June 2023 • Built a web crawler using Puppeteer in Node.js to scrape data from 5 fast fashion and 5 slow fashion retail websites. • Ran the crawler using the AWS Elastic Compute Cloud (EC2) to scrape data for 11+ hours on a virtual machine. • Analyzed the findings to determine quantitative differences in website structure and design. • Tech stack: TypeScript / Node.js. **Cowculator (mobile application),** October 2023 • Designed a cow-themed calculator mobile application in Figma and built it using the Flutter framework. • Utilized XCode and Android Studio to test the app on simulators and ensure a unified cross-platform experience. • Tech stack: Flutter / Dart.
Leadership	**VenusHacks,** UCI's largest women-centric hackathon *Co-President,* 2022-2023 • Oversaw higher-level hackathon operations and managing communication between three committees. • Planned an event with over 400 attendees, including organizers, volunteers, hackers, mentors, judges, and speakers. *Marketing Organizer – Website Team,* 2021-2022 • Updated and maintained the VenusHacks website. Familiarized myself with the preexisting codebase in React. • Learned how to open issues, open pull requests, and do code reviews in Github. **Women in Information & Computer Sciences (WICS) at UCI** *Marketing Chair,* 2021-2022 • Led a team of 6 graphic designers and 5 marketing committee members to create social media posts, design club t-shirts, organize the WICS booth at campus events, and increase event attendance. *Marketing Committee Member,* 2020-2021 & 2022-2023 Completed tasks to advertise WICS, encouraged students to get involved, and assisted with setup / cleanup of weekly general events.