

Jennifer MacDonald

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OBJECTIVE:

To obtain an entry-level position in computer software. Specific interests include creating web applications, object-oriented design, and big data analytics.

EDUCATION:

Masters of Science (University of California, Los Angeles)

Major: Data Science Engineering

Los Angeles, CA

Sept. 2016-present

Bachelors of Science (University of California, Los Angeles)

Major: Cognitive Science with a Specialization in Computation

Los Angeles, CA

Sept. 2014-June 2016

Cumulative GPA: 3.701, *cum laude*

ACADEMIC ACHEIVEMENTS:

Departmental Student Graduation Speaker

Selected to be UCLA Psychology Department's student speaker for the graduate class of 2016

Undergraduate Honors Thesis

Effect of surface characteristics on amodal completion. Conducted individual research on contour completion and visual perception using MATLAB that culminated in a full thesis and formal presentation in the spring of senior year

College Honors

Earned a distinction for high academic achievement by taking a series of honors coursework as well as maintaining a high GPA

KNOWLEDGE AND SKILLS:

Languages: JavaScript, AngularJS, Java, C++, C, HTML, CSS/SASS

Operating Systems: Windows XP/7/8/10, Linux (CentOS), Unix

Tools: Git, SVN, Webstorm, Eclipse, NetBeans, Visual Studio 2012/2013, VIM

COURSEWORK:

Programming in C

Computer Science & Object-Oriented Design in Java

Object-Oriented Programming Methodologies in C++

Programming II—Programming in Java

JavaScript for Programmers

Software Tools and Techniques Laboratory

Discrete Structures

MATLAB Programming

Database Systems (*IP*)

RELEVANT EMPLOYMENT:

OpenX: Software Engineer UI Intern

June 2015-Sept. 2015

Worked under the User Interface team. Day to day responsibilities included working with the team to fix bugs in the Enterprise product, as well as building an AngularJS website focused on teaching OpenX users about programmatic advertising markets

UCSD: Computer Science and Engineering Tutor

June 2014-Sept. 2014

Led discussion sections for introductory C programming course, held weekly lab hours for programming help, graded programs/midterms/finals, answered questions on Piazza (online help forum) and course website

PROJECT EXPERIENCE:

OpenX's learn.OpenX

June 2015-Sept. 2015

Worked with the User Experience and Product Managing Interns to build a website focused on teaching OpenX users about the online world of ad exchange, ad server, publishers, and more. Involved in the content, design, and implementation of learn.OpenX. Users could watch videos, click through tutorials, and take quizzes on different aspects of the online advertising markets. Programmed in AngularJS, SASS, and HTML. Videos displayed using YouTube's API and backend managed using Parse's API.