

# Paige Plander

## links / contact

- \* [paigeplander.com](http://paigeplander.com)
- \* [github/paigeplan](https://github.com/paigeplan)
- \* [in/paigeplander](https://www.instagram.com/paigeplander)
- \* [paigeplander.tumblr.com](https://www.tumblr.com/paigeplander)
- \* [paigeplander@gmail.com](mailto:paigeplander@gmail.com)

## I'm interested in...

UX design / research, HCI, front-end development, and software accessibility

## education

### UC Berkeley

B.S. in Electrical  
Engineering  
and Computer Science

GPA: 3.35

graduation: May 2018

## skills

### programming

iOS development  
Android development  
front-End web development

### design

Adobe Photoshop,  
Sketch  
VEGAS Movie Studio

### other

classical guitar, mandolin,  
skateboarding, snowboarding

## work experience

### SDE intern: Amazon, Summer 2017

designed and implemented the front and back end for *Voice Feedback* (released June 2017) and the front-end a dashboard navigation feature within the Amazon Shop TV app

### iOS core intern: Tumblr, Summer 2016

worked with the Messaging team to create a new feature for Tumblr's iOS app, which included:

- \* organizing and leading an architecture planning meeting,
- \* coordinating with other product, design, and API teams, and
- \* presenting the feature during a company-wide meeting

### iOS development intern: Vendsy Inc, Summer 2015

implemented front end design changes & animations, and refactored legacy code for the iOS application, Tray

## leadership and teaching experience

### head instructor: CS198, the iOS DeCal, Fall 2016 - present

created course content (lecture slides, projects, and labs), present lectures, proctor labs, and handle course logistics for an iOS development course (and soon to be MOOC) of ~100 students: [iosdecal.com](http://iosdecal.com)

### TA: CS160, User Interfaces, Fall 2017 - present

lead studio sessions, presented a lecture on API integration, and developed course materials for User Interface Design and development at UC Berkeley: [cs160.ninja](http://cs160.ninja)

### officer: oSTEM at Berkeley, Spring 2016 - present

publicity manager / webmaster for UC Berkeley's chapter of the oSTEM organization, which is a national society for LGBTQ+ students in STEM fields

## selected personal projects

### Glyph: [github.com/paigeplan/Glyph](https://github.com/paigeplan/Glyph)

image-based communication application designed for my brother (front-end, back-end, UX/UI design)

### Tabby

macOS application that uses OpenCV (Python) to convert musical notation into guitar tablature (front-end and conversion back-end)