

Stephanie Dykes

706-346-7641 • stephanie.n.dykes@gmail.com
github.com/sdykes3 • www.stephaniedykes.com

Education

Georgia Institute of Technology • Atlanta, GA

- MS in Digital Media, an intersection of technology, human-computer interaction, and design Aug '16 – May '18
- BS in Computational Media, GPA: 3.70 Aug '12 – July '16

IT University of Copenhagen • Study abroad • Copenhagen, Denmark

Spring '16

Experience

ADP | *UX Designer and Developer* • Alpharetta, GA

June – Aug '15

- Designed several iterations of a fully-responsive mobile-first direct deposit web application, correcting interface layout, component placement, and user flow with guidance from UX professionals within my team.
- Implemented the above-mentioned designs using HTML, AngularJS, Sass, and JavaScript.
- Developed web components for a new project using Angular 2.0 and Typescript.

Skills

Languages: Java, HTML, CSS, JavaScript, Python, C

Software: Unity, Illustrator, Photoshop, Sketch, Balsamiq, InVision, JustInMind, AfterEffects, IntelliJ

Misc: Git, Bootstrap, Arduino, hardware prototyping, A-Frame AR/VR, jQuery, Sass, AngularJS, Node.js

Projects

Botanic: Herbal Wellness Guide • *Class*

Nov - Dec '16

- Designed an app for beginner herbal medicine makers, based on ethnographic research. Observed and participated in the practice, interviewed herbalists, and tested an interactive prototype with potential users.

Patriot Bot • *Class*

Nov - Dec '16

- Developed a Twitter bot mimicking a speculative surveillance system regarding American patriotism.

Virtual Reality Forest • *Class*

Oct '16

- Developed a location-based VR experience in which the user is immersed in a speculative forest representing the Atlanta area in the 1600s. Developed using A-Frame, JavaScript, and a mobile web browser.

SunCalc: Light Calculator • *Class*

Sept '16

- Designed and developed a product that measures sunlight and displays it in relation to the levels listed on seed packets. Utilized 3D printing, product design, hardware prototyping, and Arduino development.

Epic Audio Interface • *Class*

May - Aug '16

- Designed a hands-free, context-aware, wearable music system for skiing. Interviewed users with varying experience levels through each iteration and simulated a prototype system with five users in Wizard-of-Oz style.

Green Guide Copenhagen • *Class*

Jan - May '16

- Designed a context-aware app to facilitate Copenhagen becoming a carbon-neutral city via supporting green businesses. Studied culture of the city, conducted several man-on-the-street interviews, created mockups, tested interactive InVision prototypes with two potential users, and iterated on the design.

Portfolio Website • *Independent*

Nov '15 - Feb '16

- Designed and developed my personal site from scratch, using HTML5, CSS, Bootstrap, and Isotope in IntelliJ.

T-Square Mobile Design • *Independent*

Feb '15

- Designed a mobile app for Georgia Tech's course management site. Conducted and analyzed a survey of twenty-seven fellow GT students. Used Illustrator to create wireframes, mockups, and a site map.