

Emilee Reichenbach

Front-end Developer and UX Designer

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Education

Rensselaer Polytechnic Institute

AUG 2016 - MAY 2020

B.S. Computer Science

Concentration in Computer Graphics

GPA: 3.41, Dean's Honor List

Experience

Front-end Development Intern

MAY 2019 - AUG 2019

Onshape Inc. — Cambridge, MA

- Implemented 2 independent, 3D graphics visualization projects in TypeScript, resulting in positive user feedback and reduction of user workflow.
- Deployed projects to current cloud-based CAD web application through Git.
- Collaborated with other Development teams, the User Experience team, and the Quality Assurance team on both projects, in an Agile environment.

Projects

University Forms Redesign

FALL 2019

Foundations of HCI Usability

Created surveys to conduct user research and performed A/B testing with real users to redesign university administrative forms.

- Adobe Photoshop
- User Research
- Usability Testing
- A/B Testing

L-System Generator

FALL 2018

Computer Graphics

Designed and implemented a 3D graphics web application allowing users to create and view simple L-Systems using JavaScript and the WebGL API.

- JavaScript
- WebGL
- HTML/CSS

Skills

Development

JavaScript, TypeScript

HTML/CSS

React.js

Python, C++, Java

Tools

Chrome Developer Tools

Adobe XD

Adobe Photoshop

User Experience

Wireframing

Usability testing

Prototyping

UI Design

Relevant Coursework

Interface Design: Theory and Application

SPRING 2020

Foundations of HCI Usability

FALL 2019

Applied basic design principles and usability heuristics to a semester-long project, using user feedback to create the final design for the client.

Computer Graphics

FALL 2018

Introduction to interactive graphics, the graphics pipeline, shaders, geometric objects and transformations, texture mapping, and ray tracing by utilizing the WebGL API.