Danielle Muhlenberg

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EDUCATION

UNIVERSITY OF CALIFORNIA, IRVINE

School of Information & Computer Sciences

2018 - Present Graduating: Fall 2020

Major: Informatics **GPA: 3.8**

Specialization: Human Computer Interaction

SANTA MONICA COLLEGE

Associates in Social & Behavioral Sciences

EXPERIENCE

MIDMARK June 2019 - Present

Software Engineering Intern

Worked on a medical device connectivity web app. in C#. Created a sample EMR (electronic medical record) system that connects to the API and medical devices using JavaScript, HTML, CSS, and jQuery.

RAMBOLL April 2018 - June 2019

Administrative Assistant

Assisted in the production of scientific reports, worked with project managers to meet requirements.

COURSEWORK + SKILLS

LANGUAGES

C++
C#
Java
Python
HTML/CSS
JavaScript/jQuery

RELATED COURSES

Data Structures & Algorithms
Intro to Software Engineering
Social Analysis of Computing
Human Computer Interaction
Information Systems
Project Management

ADDITIONAL SKILLS: Git LaTeX SQL Three.js React

AWARDS & RECOGNITION

GOOGLE TECH CHALLENGE (2ND PLACE) May 2019

A day-long coding challenge/logic puzzles competition.

TOWN AND GOWN SCHOLARSHIP June 2019

Awarded a competitive scholarship based on desire to succeed, academic accomplishments, and GPA.

BRAID GRACE HOPPER SCHOLARSHIP June 2018 & '19

Chosen to attend GHC for Women in Computing in Texas and Florida, where I networked, attended seminars, and presented at the code-a-thon.

DEAN'S HONOR LIST All quarters

RESEARCH

NASA JPL / UCI | Three.js, PHP, HTML, CSS

Virtual Earth System Laboratory (VESL)

- Participated in a research project for the entire 2018 - 2019 school year designed to simulate the effects of global warming through a web-based game that takes place on a 3D glacier model.

CONECTAR / UCI

Computer Science Educational Research

- Assisted in curriculum and research for exposing underprivileged middle school students to computer science concepts.

PROJECTS

MULTI-LEVEL FEEDBACK QUEUE CPU SIM. | Java

- Wrote a CPU Scheduler that took in jobs from a file at the required clock tick, processed them, and output a formatted table of those jobs along with a summary of statistics regarding the data-set.

WOMEN'S P2P ANDROID APPLICATION | Java

- Worked on an open source app in Android studio at a code-a-thon that aimed to give a voice to globally isolated women politicians.
- Prepared the app for integration with other teams working on Twilio connectivity and a webpage.

STUDY BUDDY RASPBERRY PI BOT | Python

- Programmed a motorized RC car using Raspberry Pi, equipped with motion sensing capabilities, with the purpose of driving away when one reaches for their phone placed atop it.

JEWELS GAME | Python

- Programmed a user interactive falling jewels game that matches sets of three of more landed jewels of different colors in any direction.
- Designed a GUI for the game, complete with well-displayed graphics and animations.

LEADERSHIP

WOMEN IN INFORMATION & COMPUTER SCIENCES

WICS CORPORATE CHAIR 2019 - 2020

Communicated with sponsors to host events and secure funding for the organization, volunteered to support minorities in CS, and attended three meetings a week.