JENNI HUTSON

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Graduate student researching the intersection of art and technology with a focus on human-computer interaction. Experienced in software development, design, and physical computing, I am seeking roles to work on the creative applications of new technologies.

EDUCATION

University of California Santa Barbara, Santa Barbara, California   Expected June 2024
  Master of Science in **Media Arts and Technology**
Northwestern University, Evanston, Illinois   June 2021
  Bachelor of Arts in **Computer Science & Radio/TV/Film** | Concentration in **Media Arts & Game Design**
  GPA: **3.92/4.00** | Honors: *cum laude* | Dean's List 12/12 quarters | Lambda Pi Eta (National Communications Honor Society)

WORK EXPERIENCE

University of California, Santa Barbara, California
Graduate Teaching Assistant, Department of Art   Sept. 2023-Present
- Tutor ~20 students in **HTML, CSS, JavaScript, and P5.js** as well as designed and taught 6-hour **Arduino** workshop

Graduate Teaching Assistant, Department of Electrical and Computer Engineering   Sept. 2022-Dec. 2022
- Taught **C#** programming for **Unity** and mentored the technical and creative development of students' original video games

Nokia Bell Labs, Sunnyvale, California   June 2023-Sept. 2023
UX Designer-Developer Intern
- Designed and prototyped a mobile app which allows users to control which machine learning models play on an external device in **Figma**, adhering to the Nokia Pure Design System, and implemented UI for the Android application using **Kotlin**
- Presented and discussed design feedback in team meetings to improve accessibility and brand cohesion in existing products

Amazon, Austin, Texas
Software Development Engineer I   Aug. 2021-Aug. 2022
- Full stack web development on **AWS** building and maintaining tools to monitor and analyze performance of Echo devices using **JavaScript**, **PHP**, and **Python**
- Wrote data analysis scripts interfacing with **MySQL** databases to pull Echo device performance data from multiple sources, parse, and present comprehensible reports to speed up the onboarding of new devices and maintain of legacy devices

Software Development Engineer Intern   June 2020-Sept. 2020
- Built a command line tool in **Python** to allow users to quickly identify which patch set is causing a break in their mainline using binary search, through interactions with an online database and by automatically spinning up patch builds on **Jenkins**
- Collaborated to develop a graphical no-code interface in **VueJS** to facilitate robotics testing done by non-programmers

RESEARCH AND PROJECTS

University of California, Santa Barbara, California   Feb. 2023-Present
Graduate Research Assistant, MOVE Research Lab
- Collaborate with research team to design and implement UI improvements to custom **Java** data visualization application targeted for spatiotemporal movement data analysis, including adding new modes to visualize data in 3D, expanding customization choices, and creating new interfaces to navigate data

Northwestern University Radio/TV/Film Department, Evanston, Illinois   Jan. 2021-July 2021
Computer Programming Lead for **VastWaste: a VR-EEG Media Art Project**
- Collaborated with professor to develop an interactive and informative artistic **virtual reality** and **projection art** experience in order to communicate a compelling narrative to an audience about the issue of satellite debris in space
- Coordinated with programming team to execute development for **Unity** project in **C#** which has been exhibited in multiple international venues including **ISEA, SIGGRAPH, PIKSELXX, FILE**

Midwestern Uncertainty Collective, Evanston, Illinois   Oct. 2020-June 2021
Research Aide
- Prototyped experimental website to elicit user beliefs about datasets and display those assumptions as **data visualizations** using **React** and **TypeScript** so that a user can visually compare their beliefs to the true data distributions
- Designed user studies to assess the web tool's effectiveness in combatting user bias when analyzing data distributions

Northwestern University Radio/TV/Film Department, Evanston, Illinois   April 2019-June 2019
Sound & Experience Designer for **Katrina: a VR Experience**
- Interviewed a survivor of Hurricane Katrina to create a VR experience in **Unity** set in post-hurricane New Orleans
- Awarded **Festival Incentive Grant** from Northwestern Radio/TV/Film Department to cover festival application fees

SKILLS

- **Programming:** Proficient in Python, Kotlin, Java, JavaScript, C#, MaxMSP, AWS, MySQL, Git; familiar with React, PHP
- **Applications:** Figma, Adobe Creative Suite, Unity, Rhino, Autodesk Fusion   •   **Language:** Conversational Spanish