

# JENNI HUTSON

jhutson@ucsb.edu | (469) 258-1947 | jennihutson.com | www.linkedin.com/in/jennihutson

---

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 September 2023-Present  
*Graduate Teaching Assistant*
- Develop demos and mentor students to teach **Processing** and **SQL** coding for building interactive data visualizations
  - Tutor ~20 students in **HTML, CSS, JavaScript, and P5.js**, as well as designed and led 6-hour **Arduino** workshop
  - Teach **C#** programming for **Unity** and mentor the technical and creative development of students' original video games
- Nokia Bell Labs**, Sunnyvale, California June 2023-September 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 with **Kotlin**
  - Presented and discussed design feedback in team meetings to improve accessibility and brand cohesion in existing products
- Amazon**, Austin, Texas August 2021-August 2022  
*Software Development Engineer I*
- Developed and maintained web tools on **AWS** as a full stack developer to monitor and analyze performance of Echo devices using **JavaScript, PHP, and Python**, leading to earlier detection of regressions in the release cycle
  - Wrote data analysis **Python** scripts interfacing with **SQL** databases to pull 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-September 2020
- Built a command line tool leveraging binary search in **Python** to quickly identify patch sets causing a break in the mainline of a large project through interactions with an online database and by automatically spinning up patch builds on **Jenkins**
  - Collaborated to design a graphical no-code interface in **VueJS** to facilitate robotics testing done by non-programmers

## RESEARCH EXPERIENCE

- University of California**, Santa Barbara, California February 2023-Present  
*Graduate Research Assistant*, MOVE Research Lab
- Work 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 January 2021-July 2021  
*Computer Programming Lead* for **VastWaste: a VR-EEG Media Art Project**
- Partnered with professor to architect an interactive **virtual reality** and **projection art** experience addressing satellite debris which integrated live and static data sources, with coding architecture ensuring robust functionality for live audiences
  - 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 October 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 build a virtual reality 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