

KATHRYN HODGE

Software Engineer

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SKILLS

Languages: Java | C# | Python | Swift
Objective-C | JavaScript | HTML/CSS

Frameworks: Angular.js, Ionic, UIKit,
Bootstrap

Engines: Xcode, Unity, Adobe CC Suite

Other: Testing, Creating API's, UI Design,
Pair Programming, Refactoring, Operating
Systems, Networks, Graphics

EDUCATION

VASSAR COLLEGE | Aug 2013 - Dec 2016

Bachelor of Arts: GPA: 3.89

Computer Science Major : Film Minor

LEADERSHIP

- President and Founder of VassarHackers
- Co-Founder of VC++ Student Developers
- Codecademy Pro Advisor
- Adobe Student Representative
- Director of Pre-Production for Vassar College Television
- Lead Organizer for local Hour of Code workshop

PROJECTS

ELIZA

Ionic | Python | Node.js
May 2016

Developed a cross-platform application that lets you track your mental health. Awarded best IBM Watson Hack at the TechCrunch NYC Hackathon.

bit.ly/1OUMQRo

30 DAYS OF CODE

YouTube | HackerRank
Aug 2015 - Feb 2016

Created, filmed, and edited a 30 day programming tutorial series in Java for people with no experience that want to learn how to code.

bit.ly/1NbXNzV

OUR SPACES

Swift | Parse
Nov 2015 - Mar 2016

Developed an iOS application for a sociologist student to help retrieve data on how we associate different emotions with certain places and moments.

bit.ly/1TzG0gM

BALL IN A SINK

YouTube
June 2014

Designed and produced a parody music video of "Wrecking Ball" by Miley Cyrus with Google Translate Sings.

bit.ly/1oAJ9yg

EXPERIENCE

OPERATIONS AND TECHNOLOGY : MEDIA TECH INTERN

NBCUniversal | JavaScript, Amazon Echo | Summer 2016

Consulting and evaluating different vendors that will help automate processes at NBC News. Creating a chatbot and developing add-ons that will help merge NBCU content into messaging apps.

COMPUTER SCIENCE TEACHING ASSISTANT

Vassar College | Java | 2014 - Present

Working with students during labs to answer questions and elaborating on broad topics, such as algorithms and data structures.

GAME DESIGN RESEARCH ASSISTANT

Vassar College | C#, Unity | Summer 2015

Created an optimally engaging role-playing game using game trees and a method called Adversary Search, where the Drama Manager guides the player towards more satisfying endings without forcing the player towards one single end game.

AWARDS | HACKATHONS

- 2016 NCWIT Collegiate Award
- 2015 Grace Hopper Scholarship
- 2015 Box Engineering Diversity Scholarship Semi-Finalist
- **Travel Broke:** Winner of "Best Travel Hack" at MHacks: Refractor VII 2016. An app that helps you find a spontaneous getaway!
- **BumbleAidr:** Winner of "Best Use of Virtual Reality" by Oculus at Bitcamp 2016. A therapeutic virtual reality game that diagnoses and treats patients with ADHD.