MADELEINE GRADNEY

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Madeleine has passion for art and technology. She is aiming to pursue a role where she can utilize her knowledge of design thinking, computer science, and agile methodologies to help companies build beautiful products and tell stories.

EDUCATION

Chapman University (*Orange, CA*)

Major: B.S. Computer Science, Minor: Business Administration ⟶ August 2018 – January 2022

       Languages: Python, Java, C/C++, SQL, Haskell, JavaScript, CSS, HTML

Franklin University Switzerland ⟶ August 2017 – May 2018

EXPERIENCE

General Assembly (*Remote)* ⟶ May 2022 – Present

UX Designer
- Analyzed users needs and added a BookClub feature to Kindle Reader to allow book clubs to read other member's notes and comments.
- Reconfigured and designed a new delivery driver mobile application to lower the cost of Last Mile Delivery by 10%. Conducted user research, executed design studios and re-imaged new wireframes.
- Redesigned an existing high-end jewelry website by analyzing consumer's needs and streamlining a way for customers to look and try on jewelry

Global Hospice Care *(Los Angeles, CA)* ⟶ June 2020 – August 2021

Tech/QA Intern
- Spearheaded and developed database with an interactive GUI enabling the company's medical billers to track patient's insurance claims, status of insurances payments, and duration of claims improving payment success rate by 25%
- Developed and maintained database enabling company to manage its inventories of supplies and deliver supplies weekly to patients across 5 different agencies by integrating Google Maps API to help generate the most efficient delivery routes
- Developed a quality assurance application enabling nurses to review patient's medications to cut unnecessary medication decreasing medications costs by 30%
- Generated reports on insurance, supplies, and medications management to help upper management make better data driven decisions

Tutoring *(Orange, CA)* ⟶ September 2019 – January 2022
- Guided students with Python assignments
- Assisted students with SQL programming
- Edited and reviewed project write-ups, papers, and business proposals specifically for non-native English speakers

Legend Home Health *(Los Angeles, CA)* ⟶ June 2019 – August 2019

Tech Intern
- Helped clean and maintain company's patient database by removing duplicate patients, creating an active and inactive profile for the patients, and improving UI
- Communicated with multiple hospitals to collect patient's personal health information to be securely stored in the database
- Collaborated with nurses and other employees to update and maintain employee information in HR database

South African Start-up *HipHost (Cape Town, South Africa)* ⟶ June 2018 – August 2018

UI/UX Intern
- Created prototype and helped design application interface to identify and troubleshoot user experience
- Presented the application to investors and answered questions related to the prototype and improvement opportunities
- Researched competitors and comparators to strategize a client-friendly interface to attract new customers

PROJECTS

Girls Who Code *(Chapman University)* ⟶ January 2021 – January 2022

Closing the Gender Gap in Tech
- Created a database with an interactive GUI for a streaming application that would allow the user to find out where to stream their shows or movies
- Designed the front-end to an iOS e-commerce grocery application that calculates groceries and accepts credit card information using Swift
- Learned how to prototype in Figma to create a virtual app called Therapet as a fun way for daily reminders

SafeBubble *(Orange, CA)* ⟶ September 2019 – May 2021

Mental Health Virtual Reality Application
- Delegated jobs between teammates as a project manager and conducted informational interviews with professionals in the field of virtual reality and mental health
- Researched academic journals on mental health and its connection to VR, and analyzed existing applications with the same goal of helping users who deal with high stress/mental health issues to compare, contrast, and edit our game design
- One of the developers for a mental health VR app. Was in charge of telling our journey to 5 academic professors

COURSES

iXperience Immerse *(Cape Town, South Africa)* ⟶ June 2018 – August 2018

Full Stack Coding Course
- Created a mobile app to give supplies to a homeless shelter of user's choosing using Google Maps integration with JavaScript, HTML, and CSS