

Aleena Byrne

aleena@aleenabyrne.com – (858) 442 5965 – aleenabyrne.com

EDUCATION	University of Southern California Major: Computer Science & Business Administration, B.S.	May 2015 GPA: 3.2
SKILLS	Web: HTML/CSS, Node.js, Rails, PHP Languages: Javascript, C++, Java, Ruby, VBA	
WORK EXPERIENCE	Associate Development Manager, Riot Games <ul style="list-style-type: none">Led project to redevelop (Node.js) League of Legends' survey tool to collect feedback from over 1000 players weekly, which was 65% faster to use and eliminated user error.Designed and developed new recruiting sections for company website.	May 2014 - present
	Co-Founder & Co-Owner, FYZZED <ul style="list-style-type: none">Founded online apparel company for Korean pop-culture inspired products.Developed website (fyzzed.com) which led to a 200% increase in quarterly profits with 300,000+ monthly pageviews.	May 2008 – present
	Program Management Intern, Apricorn <ul style="list-style-type: none">Managed five-person team to create a barcoding and inventory web application system to capture information in the warehouse assembly, testing, and order fulfillment processes.Engineered webapp (Rails) which is in use by the manufacturing, sales, and QA teams.	Summer 2013
	R&D Engineering Intern, United Technologies Corporation <ul style="list-style-type: none">Developed scripts (VBA) to automate mapping stress points onto a 3D rendering of engine components for the Airbus A320neo R&D group	Summer 2012
COURSEWORK	Polyseum: (Node.js) Graduate Senior Capstone - Game Development <ul style="list-style-type: none">Developed microservices to support achievements, level progression, match history, and leaderboard features for an arena-based FPS game.Polyseum was invited to showcase at GDC for Intel's University Games Showcase and won 1st place at USC's engineering Senior Design Expo.	Aug 2014 – May 2015
	Rhea: (Rails) Undergraduate Senior Capstone - Game Development <ul style="list-style-type: none">Built web service to collect, store, and visualize game data for an Oculus Rift game.Tool was used to identify and resolve usability and game design issues by projecting user-flows and actions onto 3D map environments.	Aug 2013 – May 2014
PROJECTS AND COMPETITIONS	Inventathon: (Javascript) Developed a multi-stage mobile app to treat bed pressure ulcers for a healthcare hackathon. Built a prototype bed pressure monitor device to prevent the formation of ulcers and trained image recognition software to detect ulcers by severity and recommend treatment.	
	USC Startup Weekend: (Rails, Javascript) Designed branding and developed website for 'I Need Th@' (ineedth.at), a product recommendation website which had over 1,500 visitors over the 2-day competition and won runner-up.	
	Global Grand Challenges Summit: One of 80 students invited to participate in an international engineering and entrepreneurial competition, held in London by Microsoft and the National Academy of Engineering.	
	City Simulator: (Java) Led team of five students to develop an interactive city simulator.	
LEADERSHIP	Tech Lead, YGLadies.com <ul style="list-style-type: none">Led team of 22 technical administrators and graphic designers.Designed and developed website and forum, home to over 45,000 users.	2008 – 2013
AWARDS AND ACHIEVEMENTS	Riot Games League of Legends Game Jam Runner-Up Adobe Design Achievement Award Semifinalist Guardian Entrepreneurship Award Finalist	2014 2013 2011 (1 of 15 nationally)