

Mayra Cortez

Software Engineer

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EDUCATION

University of California, Irvine | Donald Bren School of Information & Computer Sciences

Master of Science, Informatics - Human Computer Interaction, GPA 3.9

Irvine, CA

2020 - 2022

University of California, Irvine | Claire Trevor School of the Arts

Bachelor of Arts, Art | Minors: Computer Science, Informatics

Irvine, CA

2017 - 2020

TECHNICAL SKILLS

Front End | React, Javascript, Swift, TypeScript, NodeJS, HTML, CSS

Back End | SQL, Java, Python, Objective-C

Developer Tools | Azure, Docker, npm, UIKit, SwiftUI, Node, VS Code, Visual Studio basic, Xcode, GitHub, Figma, Sketch, Adobe

Research | UI/UX, Usability Evaluation, User Testing, Prototyping, Survey Design, Wireframes, Analytical Skills

EMPLOYMENT

UCI Donald Bren School of Information & Computer Sciences

Sept 2020 - June 2022

Graduate Teaching Assistant

- Teaching assistant for classes: Computer Game Development, Project in UI Software, Project in Human Computer Interaction, Project management, Game Theory
- Assisted students in learning the fundamentals of computer game development, including coding, level design, design documentation and asset creation. Language of choice included: C, C++, Java, Javascript.
- Assisted students in learning project management techniques, including Agile or Scrum, Software Development Life Cycle, while also collaborating with them to develop project plans, manage timelines, and coordinate team efforts.
- Led discussion for classes of up to 300 students, held office hours for students, graded assignments/finals and provided feedback.
- Facilitated discussions during class lectures, mentored students on projects and class topics in a fast-paced quarter.

Toyota Airport Navigation

Oct 2019 - Jan 2021

UCI Research Assistant

- Conducted collaborative research with a multi-university cross-functional team with Toyota Motors North America to develop 2 prototypes of wearable devices with voice assistants to support wayfinding in airports for users with a range of disabilities.
- Demonstrated proficiency in UX research by qualitatively coding and analyzing 27 user interviews, resulting in the identification of common themes and UX patterns used to inform the development of comprehensive user personas.
- Conducted competitive analysis, market research on existing navigation technologies.
- Produced and designed two engaging user scenarios using storyboards to introduce our prototypes, co-leading 18 co-design interviews to gather feedback and drive innovative solutions.
- Deliverables: [SP1], delivered a presentation to the advisory board (AARP executives and Toyota's Director of Technology for Human Support).

EXPERIENCE & PROJECTS

iOS Developer | Workout App

Jan 2023

Workout App cycles through the deck of cards to choose your workout

Swift | UIKit

- Developed a fully functional application using programmatic UI and created multiple view controllers to store the rules logic and card selection.
- Implemented a card deck struct to efficiently store the deck of cards for the application and created reusable functions for enhanced efficiency.
- Designed an engaging user interface by importing card deck assets and effectively used them to enhance the user experience.

Web Developer | Shopping Site

Dec 2022

Three page e-commerce website

JavaScript | CSS | HTML

- Designed and developed a responsive, three-page e-commerce website that enabled users to browse and shop for clothing items with ease using vanilla Javascript.
- Created a user-friendly interface, incorporating a navigation menu, item listings, item updates, and shopping cart functionalities to streamline the user experience.
- Developed frontend using JavaScript, HTML5, and CSS3 programming languages to develop a dynamic frontend that was optimized for user engagement.
- Implemented local storage functionality, enabling users to store updates of their selected items and shopping carts for seamless access across multiple browsing sessions.
- Debugged technical issues and improved system performance and quality to ensure optimal user experience.

Front-End Developer | LinkedIn Clone

Dec 2022

LinkedIn Clone with user information, feed, and widgets

JavaScript | ReactJS | Redux | Firebase | npm

- Designed a front-end project of Login page, feed, and posts.
- Utilized Firebase Realtime Database to assist with authentication (login, password), live feed, and create a responsive experience for the end user.
- Tracked user interactions throughout the application with React.js higher-order components to reuse component logic.

UX Researcher | Healing Room

Sept 2021 - Dec 2021

University course research project

User Interviews | Cognitive Walkthrough | Usability Testing | UI Design | Figma

- As an extension of the UCI CARE office, with user experience research we aimed to provide visitors with resource assistance, engagement, and holistic healing tools. To achieve this, we conducted user interviews, built innovative prototypes, and led cognitive walkthroughs. Over a fast-paced 10 week quarter, we built a mobile application that helps visitors with resources and provides support tools.
- Implemented accessibility standards and guidelines (WCAG) for our project and documentation, coded and organized data. Execution of accessibility web standards were tested in all phases of the development process. Implemented UI design for application using Figma.
- Project management and communication skills; Co-managed collaborative research project to complete deliverables and meet end to end goals. Organized team meetings, problem-solving, status, best practices, and solved issues. Deliverables and final product delivered on time and within compliance.

SELECTED PUBLICATIONS

[SP1] Gupta, M., Abdolrahmani, A., Edwards, E., Cortez, M., Tumang, A., Majali, Y., ... & Branham, S. M. (2020, April). Towards more universal wayfinding technologies: Navigation preferences across disabilities. In Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (pp. 1-13).