

SKILLS

UX & Research

- UX Research
- Usability Testing
- User-Centered Design
- Qualitative & Quantitative Research
- Wireframing & Prototyping
- Persona Development
- Heuristic Evaluation
- Interaction Design

Technical

- Java, Python, SQL
- JavaScript, HTML5/CSS, PHP
- Flutter, Dart
- Spring Boot, MySQL

Tools & Modeling

- Lucidchart, Android Studio
- IntelliJ IDEA, Git/GitHub
- UML, ERD, Use Case & Data-Flow Diagrams

Other

- Project Management
- Data Analytics
- Cross-functional Teamwork
- Communication
- Generative AI Tools (ChatGPT, Gemini)

CERTIFICATIONS

GenAI 101 Certified
Indiana University
Issued Dec 2025

DE&I Foundations Certificate
Mentor Collective
Issued Mar 2026

Student Success Mentor Certificate
Mentor Collective
Issued Feb 2026

Career Essentials in Sustainable Tech
Microsoft & LinkedIn Learning
Issued Jul 2025

Java Foundations Professional Certificate
JetBrains
Issued Jul 2025

DANIELLE KEMP

Portfolio: daniellexkemp.com | LinkedIn: linkedin.com/in/daniellexkemp

Informatics student at Indiana University Indianapolis pursuing the M.S. in Human-Computer Interaction (online program) to build a research career in UX. Combines qualitative and quantitative UX research, usability testing, and full-stack development experience to uncover user pain points and translate insight into intuitive, accessible, ethically designed digital products. Long-term goal: conducting HCI research that connects human needs, inclusive design, and sustainable technology.

EDUCATION

BACHELOR OF SCIENCE IN INFORMATICS — Indiana University Indianapolis
May 2025 – May 2027 (expected)

Luddy School of Informatics, Computing, and Engineering | Cumulative GPA: 3.75 | Dean's List: Fall 2025, Spring 2026

- Relevant coursework: Human-Computer Interaction, Usability Principles for New Media Interfaces, System Design, System Implementation, Database Systems, Mobile Application Development, Web Design & Development, Data Representation & Organization, Multimedia Arts & Technology, Project Management

ASSOCIATE OF SCIENCE IN INFORMATICS — Ivy Tech Community College
Aug 2018 – Dec 2024

Magna Cum Laude, GPA: 3.77
Dean's List: Fall 2018, Spring 2019, Fall 2019, Spring 2024, Summer 2024, Fall 2024

UX RESEARCH & HCI DESIGN EXPERIENCE

TOWNHAPPENING — UX RESEARCH & PRODUCT DESIGN — IU Indianapolis
May 2026 – Jun 2026

- Led end-to-end UX research and interaction design for a mobile app concept addressing fragmented local-event discovery, from generative research through high-fidelity prototyping.
- Conducted semi-structured qualitative interviews with 5–10 participants (ages 29–63); synthesized findings into personas surfacing pain points around unreliable social-media discovery, missing event details, and distrust of unnecessary data collection.
- Translated research into low-fidelity wireframes, ran usability evaluations to identify navigation and layout friction, then iterated to a high-fidelity prototype addressing readability and accessibility.
- Designed color-coded category filtering, a scalable keyword search, a simplified Favorites flow, and detail views with tap-to-map links and native sharing.

ENTRA — TICKET BOOKING INTERFACE — IU Indianapolis
May 2025 – Jun 2025

- Applied an HCI design process to a card-based group-ticketing prototype: user scenario development, dynamic seat selection, prefilled payment, QR delivery, and parking integration.
- Ran usability testing with real users and heuristic evaluation to isolate issues in seating visibility, checkout clarity, and trust signaling; led the Phase 3 card-based prototype redesign.
- Refined label clarity, visual feedback, and navigation consistency to improve user confidence and booking flow trust.

HELP DESK SOFTWARE RECOMMENDATION — Ivy Tech Community College
Aug 2024 – Oct 2024

- Served as team lead for a 5-person team evaluating help-desk software packages against a client's business requirements.
- Directed requirements capture and produced use-case, data-flow, context, ER, and system-architecture diagrams to justify the final recommendation.

HONORS & AWARDS

- LiFT Scholars Scholarship (NSF-funded) Issued Sep 2018
- Dean’s List Ivy Tech
- Dean’s List IU

ORGANIZATIONS

Gabis Arboretum at Purdue Northwest
Volunteer • July 2026 – Present

LiFT Scholars Program
Member • Sep 2018 – May 2021

IvyWorks – Indy Women in Tech
Member • Sep 2018 – Dec 2018

American Legion, Post 252
Member • Sep 2018 – 2020

Lions Club International, District 25-F
Third-Generation Member • 2008 – 2020

APPLIED DEVELOPMENT PROJECTS

TOWNHAPPENING — MOBILE APPLICATION — IU Indianapolis
May 2026 – Jun 2026

- Built the companion Flutter/Dart app for the TownHappening research project: collapsible headers, dynamic location switching, and real-time category filtering.
- Implemented global state management with Provider and persistent local storage with SharedPreferences; integrated native Android sharing via share_plus.

SEATSPHERE — MOVIE TICKET BOOKING SYSTEM — IU Indianapolis
Jan 2026 – May 2026

- Engineered a full-stack cinema management platform (Java Spring Boot REST API, Node.js/Express frontend, MySQL) replacing static state flags with a relational engine for real-time seat availability and ADA-accessibility mapping.
- Built role-based access control, automated QR ticket generation, and live sync between the customer booking portal and an administrative analytics dashboard.

SIMPLE BANKING SYSTEM — IU Indianapolis
Aug 2025 – Oct 2025

- Collaborated on a team implementation of core banking functions (account creation, balance tracking, deposits, withdrawals, transaction validation) applying OOP principles and UML planning.

WHACK-A-MOLE GAME — IU Indianapolis
Oct 2025 – Dec 2025

- Built a Java-based Whack-A-Mole game as part of a Programming 2 team project.

PROFESSIONAL EXPERIENCE

AUDIT BUILDER — University Enrollment Services, IU Bloomington
May 2025 – Aug 2025

Role concluded with successful completion of the Student Information System (SIS) project.

- Member of the Registrar's Credentials Team; built and configured degree audits in the SIS to streamline academic-progress tracking for students.
- Collaborated with team members to interpret and structure degree requirements and communicated project status to the University Assistant Registrar via a shared tracker.

LEADERSHIP & MENTORING

STUDENT MENTOR — Mentor Collective
Mar 2026 – Present

- Mentored up to five students simultaneously on academic planning, career goals, and balancing school with personal responsibilities via regular text, email, and video check-ins.
- Helped mentees identify resources and strategies for academic and personal success.

ASSISTANT COACH — Little League International
Apr 2025 – Jul 2025

- Provided guidance, instruction, and support to a youth baseball team and coaching staff.