Emily Low

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EDUCATION

Brown University   **May 2020**
B.S. in Cognitive Science   Providence, RI

PROJECTS

Convention Planner | React, NodeJS, PostgreSQL

- A website that lets users plan a convention visit, modeled after the 2019 NecronomiCon Providence Convention.
- Utilizes purpose-built calendar tool, 'Event Scheduler', and a REST API backend
- Allows users to browse available events, adding ones that catch their interest to their personal calendar, and storing that information for later access
- Implements simple user authentication, and a guest account option which uses local storage.

Event Scheduler | React, NodeJS, SQLite

- A calendar tool that allows users to define the date and time ranges of the calendar and create events.
- Implements an algorithm that places events onto a CSS Grid, positioning them to prevent overlap while maximizing use of available space.

Checkers | Java

- A checkers game that supports two-players and player vs computer.
- Implements a min-max algorithm for the computer player, allowing it to look three steps ahead and predict the best move.
- Uses a basic Swing UI that provides feedback on the validity of moves.

TECHNOLOGIES AND LANGUAGES

- **Languages**: Java, JavaScript, HTML/CSS
- **Frameworks/Databases**: React, NodeJS, Express, SQLite, PostgreSQL
- **Tools**: Git, Eclipse

EMPLOYMENT

Student and Accessibility Services   **Jan 2016–June 2019**
Student Employee   Providence, RI

- Conducted campus wide accessibility surveys, categorized and prioritized resulting data for campus improvement initiatives.

Brown University, Cognitive Science Department   **March–August 2017**
Research Assistant   Providence, RI

- Designed, prepared, and implemented pilot study on the understanding of the concept of probability in individuals with autism.