## Jada A. Houser

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Education		Technical Skills		
Clemson University Fall 2016 - Spring 2022	Bachelors of Computer Science Minor in Economics Minor in Mandarin Chinese	Programming SQL, R, Python, C/C++, Java, C#, HTML/CSS	Software Stata, Tableau, Adobe XD/ Illustrator/ InDesign, Unity	Frameworks Bootstrap 4
Experience				
Federal Reserve Bank of	Intern			

Federal Reserve Bank of Chicago, Economic Research -Regional

June 2020 - August 2020

- Conducted data collection, cleaning, and analysis for several projects using Stata and Excel under the direction of senior economists
- As part of a cross-departmental intern project, my team and I collected data on various industry and academic retention and mentorship programs to build a proposal for a new diversity recruiting program within the bank
- Contributed to the Midwest Economy Blog, producing data visualizations and writing notes for the piece: "Results from a Special Chicago Fed Survey of Business Conditions on the Impact of Covid-19 on Manufacturers"

Human Factors Software Engineering Research Team May 2019 - Present Undergraduate Research Assistant, Web Designer & Developer

- Contribute to, edit, and propose ongoing research papers with an emphasis on exploring and improving the productivity of software engineers
- Utilizing the Bootstrap 4 framework and the Adobe Suite, designed, implemented, and currently maintain the lab's website

The Sadie Collective August 2018 - Present

## Chief Design Officer

- Coordinate with Social Media Manager and partnering institution to execute marketing strategy for annual conference and associated events through social media
- Design and manage the Collective's website, annual magazine, and graphics for social media, merchandise, and conference materials including slide decks and program

### **Papers**

"Program Comprehension in Virtual Reality"
Dominic, J., Tubre, B., Houser, J., Ritter, C., Rodeghero, P.
In Proceedings of the International Conference on
Program Comprehension (ICPC'20 ERA)
https://doi.org/10.1145/3387904.3389287

"Conversational Bot for Newcomers Onboarding to Open Source Projects"

Dominic, J., Houser, J., Steinmacher, I., Ritter, C., P. Rodeghero

In Proceedings of the 2nd International Workshop on Bots in Software Engineering (BotSE'20)

https://doi.org/10.1145/3387940.3391534

#### Conferences

National Association for Business Economics - Tech Economics Conference November 2020

## Panelist - Perspectives on Diversity in Tech/Economics

 Had a focused discussion alongside academic and industry professionals on the meaning of inclusion and diversity in our respective spaces, spoke on our experiences within our fields, and provided insights on what could be done for further inclusion

#### Courses

# **Database Management** *Spring 2020*

 Completed individual and group projects throughout the semester applying principles of designing schema based on entity relationship and relational modeling and implementing schemas using SQL

## Applied Data Science Fall 2019

 Gathered and developed scripts to clean, visualize, and model data for semester-long project in R as well as contributed to written reports on team findings

### Hackathons

## **CUhackit**

Clemson University, Jan 2020

## Volunteer & Participant

- Held an introductory workshop on the basics of web development and assisted hackers the day-of
- Designed mockup in Adobe XD and implemented user interface in Android Studio for team project Breadcrumbs, a location-based social media app concept

#### **GTHack**

Georgia Tech, Oct 2019

## **Participant**

- Wrote and designed demo presentation and icons intended for future use in visual components

## HelloWorld

Clemson University, Oct 2019

#### Mentor

- Successfully held a workshop on the basics of web development, conducting a live-coding session and Q&A with prospective freshmen hackers
- Guided and advised a group of hackers focused on utilizing web development technologies in their award-winning ticket exchange project

## PearlHack

UNC Chapel Hill Feb, 2019

## **Participant**

- With partner, created concept for "Econmica", a puzzle RPG designed to teach economic concepts in a fun way
- Laid out core ideas and implemented basic prototype of the game using Unity

## **CUhackit**

Clemson University, Jan 2019

## **Participant**

- Worked alongside team to create an augmented reality dictionary app for Japanese characters, "Kotoba"
- Responsible for the design and writing of the dictionary entries and demo presentation