

Carlene R. Lebeuf

SOFTWARE DEVELOPER · UX DESIGNER · RESEARCHER

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Skills

Web Development

- HTML
- CSS / LESS / SASS
- JavaScript
- Angular
- React
- D3.js

Design / User Experience

- Photoshop / Sketch
- Wireframing
- Mockups
- Prototyping
- User Testing
- Storyboarding

Other Languages

- Python
- Java
- SQL / noSQL
- C

Education

University of Victoria

Victoria, BC, Canada

MASTER'S OF COMPUTER SCIENCE

Sep. 2014 - PRESENT

- Member of the Computer Human Interaction & Software Engineering Lab (CHISEL) Group
- Research focuses on Information Visualization, Conversational Interfaces, Human Factors in Software Engineering, and Tools Supporting Software Development
- University of Victoria Graduate Fellowship (2014 - 2015)
- Cumulative GPA of A+

University of Victoria

Victoria, BC, Canada

COMBINED B.S. IN COMPUTER SCIENCE AND PSYCHOLOGY

Sep. 2009 - Apr. 2014

- Graduated with Distinction

Experience

Microsoft

Seattle, WA, USA

RESEARCH INTERN

May 2017 - Current

- Currently developing an interactive Build Graph Visualization Tool to allow users to explore their products' dependency graphs and build related information.
- Worked closely with users and team members to determine project requirements.
- Created wireframes, visual mockups, and prototypes to continuously gather and integrate user's feedback.
- The Build Graph Visualization Tool is currently being built as an ASP.NET MVC application using C#, D3.js, HTML, and CSS.

IBM Canada

Worked Remotely

FRONT DEVELOPER & INTERFACE DESIGNER (CO-OP)

Sept. 2015 - Apr. 2016

- Worked with the design team to update product's branding and to create wireframes, visual mockups, and prototypes.
- Analyzed user's feedback, and iterated on designs to reach final products.
- Designed, wrote, and maintained clean HTML pages, using CSS/LESS and Angular.js
- Worked closely with the Development, Quality Assurance, and Operations teams in a highly agile environment.

University of Victoria

Victoria, BC, Canada

TEACHING ASSISTANT

Sept. 2014 - August 2016

- Software Engineering 310 (Human Computer Interaction) – Prepared materials, led laboratory sessions, and provided feedback to students on survey designs, proposals, low / high fidelity prototypes, user testing, video prototypes, and presentations.
- Computer Science 105 (Introduction to Computer Science) – Led laboratory sessions for first year students focusing on Microsoft Excel, Microsoft Access, HTML, CSS, and JavaScript.

Computer Science Tutor

Victoria, BC, Canada

UNDERGRADUATE LEVEL TUTOR

Sep. 2013 - Jan. 2014

- Provided guidance to students in Elementary Computing (CSC 100), Computers and Information Processing (CSC 105), Fundamentals of Programming (CSC 110), and World Wide Web and Mobile Applications (CSC 130).
- Assisted a student in the development of their personal website using HTML, CSS, and JavaScript.

Publications

How Software Developers Mitigate Collaboration Friction with Chatbots

Workshop Paper

CARLENE LEBEUF, MARGARET-ANNE STOREY, ALEXEY ZAGALSKY

Feb. 2017

- Talking with Conversational Agents in Collaborative Action Workshop at the 20th ACM conference on Computer-Supported Cooperative Work and Social Computing (CSCW), 2017.
- Available at: <https://talkingwithagents.wordpress.com/programme/>

A Conversational Interface for Visual Analysis

Poster / Presentation

CARLENE LEBEUF, MARGARET-ANNE STOREY

Oct. 2016

- Conference Exhibition at the 26th Annual International Conference on Computer Science and Software Engineering (CASCON), 2016, IBM Canada.
- Available at: <https://www-01.ibm.com/ibm/cas/cascon/exhibitslist>.

Projects & Volunteer Experience

Lodestone (The CHISEL Group)

Victoria, BC, Canada

FRONT END DEVELOPER – THECHISELGROUP.ORG/LODESTONE

Apr. 2016 - PRESENT

- Lodestone is a data exploration tool designed to investigate a variety of data including the bottom-up analysis of large multifaceted social and conversational datasets.
- Lodestone leverages scalable front-end Web technologies (React.js, Redux), a variety of visualization libraries (D3.js, Plotly.js, Cytoscape.js), and supports multiple data sources.

Swan Lake & Christmas Hill Nature Sanctuary

Victoria, BC, Canada

DEVELOPER & DESIGNER

January 2016 - PRESENT

- Assisting in the ongoing redesign of the Swan Lake & Christmas Hill Nature Sanctuary Website.
- Discussed options with management to ensure the website meets their needs as well as the needs of their users.
- Customized an existing Wordpress template using HTML, CSS, and Bootstrap.

BeLocal Victoria

Victoria, BC, Canada

FRONT END DEVELOPER & USER EXPERIENCE DESIGNER

Sept. 2014 - Apr. 2015

- BeLocal Victoria is a fully responsive web application designed to help local farmers connect with the community by allowing them to post their selling locations and current inventory.
- Gathered requirements from end users: local farmers and customers.
- Translated requirements into client and server side system architecture specifications.
- Participated in design discussions to create simplistic and user-centered UI/UX.
- Developed a fully functional web application using AngularJS, Django and Twitter Bootstrap.