

# Remington Williams (She/Her)

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## EDUCATION

**Pace University, Seidenberg School of Computer Science, and Information Systems**

New York, NY

Bachelor of Science (BS) in Information Technology | **Concentration:** Software Development | **GPA: 3.97**

May 2026

## RELEVANT COURSEWORK

Prototyping and User Experience | Advanced Python | Web Design for Non-Profit Organization | Digital Design II | Discrete Math  
Database Design & Management | Operating System Architecture | Survey of Cybersecurity | Computer Organization | Drawing

## TECHNICAL SKILLS

**Programming Languages:** Python, SQL, HTML, CSS, JavaScript, C++, Ruby

**Software:** Microsoft Office Suite (Excel, Word, PowerPoint), VirtualBox, Visual Studio Code, PyCharm, Ruby on Rails, Cascade AI

**Visual Design Tools:** Adobe(Photoshop, Illustrator, After Effects, Animate, InDesign, Lightroom, Premier), Figma, Canva, Blender

**Database Management:** Microsoft Access, MySQL, SQLite, MongoDB, Oracle Database

**QA Testing:** Reinforce database integrity, bug resolution, bash scripting, User Surveys, cross-browser & cross-device testing

**Operating Systems:** Windows, MacOS, Linux

## ACADEMIC PROJECTS

[Scuba Diving Assistant Streamlit Application](#)

January 2025 – April 2025

- Built a multipage Python app to calculate dive parameters and deliver safety guidelines in accordance with PADI standards.

**Low FODMAP Access Database Application**

August 2024 – December 2024

- Built an Access application designed to assist individuals with chronic gastrointestinal illnesses in adhering to the low-FODMAP diet, including variables such as allergies, users, recipes, grocery lists, and ingredients.

## PROFESSIONAL EXPERIENCE

**Pace University**, New York, NY

Research Assistant

October 2024 – Present

- Developed and presented an educational model linking knot-tying principles to algorithmic thinking through tactile diagrams aimed at improving computer science accessibility for young learners; created mockups in Procreate, vectored components in Illustrator, and engineered both digital and physical prototypes for iterative testing; analyzed knot history and co-authored a separate .ai research paper.

**New Familiar Creative New York**, New York, NY

UX/UI Product Design Internship

June 2022 – August 2022

- Designed user-centered ad tech integration and collaborated on cross-functional product design to drive engagement. Implemented UX/UI enhancements for Shopify site updates using Ruby, prototyped interactive layouts in Figma and Canva, and optimized digital assets in Photoshop for Wendy Nichol to elevate campaign performance and visual consistency.

**DNA Model Management** New York, NY

Fashion Model

August 2017 – May 2025

- Collaborated with leading designers and appeared on the cover of top publications including Vogue Italia and Elle USA. Walked runway shows at international fashion weeks, managing tight timelines in high-pressure, fast-paced environments.

## LEADERSHIP

**Foreman Management**, Model Mentor

February 2019 – December 2023

- Advised 7 emerging models on fiscal management strategies to navigate the complexities of foreign agency taxation.

## ACTIVITIES

Dean's List, First Honors

January 2025 – Present

Pace Photography Club, Member

January 2025 – Present

Seven House Gallery, Solo Art Show

September 2022 – October 2022

## Professional Certifications

**CITI Program, Social and Behavioral Research**

June 2025

- Completed IRB-compliant training in ethical research practices and human subjects regulatory standards.

**Electronic Arts**, Software Engineering Job Simulation

January 2025

- Programmed a new feature for EA Sports College Football, creating a C++ class diagram and header file, implementing an improved data structure for performance, and patching critical bugs in the codebase.

## Extracurricular Certifications

Professional Association of Diving Instructors / Advance Open Water

August 2023

Texas State Florists Association / Level 1

June 2015