

Erin Schmidt

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Personal Portfolio: schmidt-erin.com

Education

Santa Clara University | School of Engineering

Expected Graduation: Jun 2026

Bachelor of Science in Web Design and Engineering (GPA: 3.8/4.0)

Minors: Computer Science and Engineering, Management Information Systems.

- A computer science-based major with additional courses in design, UI/UX, business management, operations, and communications.

Relevant Coursework: Abstract Data Types and Structures, Cloud Computing, Computer Networks, Database Management Systems, Managing Human Dynamics in Organizations, Operations Management, Web Usability

Objective and Skills

Objective: Passionate about designing and developing user-centered experiences that combine technical precision, thoughtful design, and research-driven insight, bridging the gap between technology and the people who use it.

Skills: C, CSS, Codebook Design, Figma, GSAP, HTML, JavaScript, Literature Review, Nuxt, PHP, Pinia, Project Management, SQL, SPSS, UI/UX, Verilog, Version Control, Wireframing

Experience

EPI-USE | Full Stack Engineering Intern | *Remote*

Jun 2025 – Aug 2025

- Designed and developed the Calendar/1 Domain-Specific Language (DSL) within EPI-USE's Business Execution Language (BEXL), enabling non-programmers to author executable business logic.
- Leveraged BEXL's Bitemporal Tuple Store (BTS) to ensure data immutability, auditability, and "what-if" scenario testing.
- Led usability testing cycles to balance expressiveness and simplicity, ensuring non-technical users could write, simulate, and audit their own business rules.
- Collaborated across global teams and completed SAP SuccessFactors modules, enhancing system reliability, compliance, and understanding of HR/Payroll systems.

Santa Clara University Media Lab | Lab Technician | *Santa Clara, CA*

Mar 2024 – Present

- Facilitated VR projects on Unity, collaborating with faculty and students across campus.
- Upheld safety protocols, guidelines, and an inclusive environment for members.

Santa Clara University Media Lab | Research Intern | *Santa Clara, CA*

Jul 2024 – Sep 2024

- Conducted data analysis of VR studies using SPSS and custom codebooks.
- Co-authored conference paper submissions for international presentation.

City of Santa Cruz | Information Technology Intern | *Santa Cruz, CA*

Jun 2023 – Aug 2023

- Revitalized city Internet and Intranet sites, repairing 1,000+ broken links using Monsido and Granicus.
- Streamlined workflows by replacing outdated Adobe forms with MS Forms and PowerAutomate solutions.

Selected Conference Presentations

International Communication Association (ICA) 2025

Denver, CO | Jun 2025

- *Health Communication Division*, Top Paper | "The Proteus Paradox: The Negative Body Image Impact of Inclusive Avatar Representation in VR."
- *Communication and Technology Division* | "Promoting Body Paws-itivity with Representative Avatar Customization in a VR Yoga Experience."

Projects and Other Experience

APSU | Board Member

Oct 2023 – Present

Cultural Awareness Coordinator (2023), Multicultural Representative (2024), Senior Advisor (2025)

- Presented budget requests to student leadership and curated weekly/quarterly meetings, activities, and events.
- Served as a mentor in event management and organization to upcoming board members and club members.

Human AI Interactions | Lead Researcher, Developer, and Project Manager

Sep 2024 – Present

- Coordinated literature and UX goals of Research and Development teams, respectively.
- Managed meetings, action items, and deadlines of an 18-person team.