

MADISON MADDOX

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EDUCATION

Bachelor of Arts in Computer Science / Digital Production Arts Minor
Clemson University

Spring 2019
Clemson, SC

ACTIVITIES

CUhackit Leadership Team

Head of Hacker Experience

CUhackit 2019, HelloWorld 2019

For CUhackit, led a team of 3 to design the participant (236), volunteer, and partner experience which encompassed being responsible for coordinating all 24-hour hackathon activities, recruiting 19 mentors and 21 judges, organizing 18 learning sessions, planning the judging process, and selecting and ordering the event memorabilia (swag) and tees.

Design Team Project Manager

HelloWorld 2019

Managed a team of 3 designers under our Creative Head to set deadlines, communicate all deliverable details to the designers, track all progress using Trello, order everything for print, and pick up occasional design tasks.

Head of Design / Designer

CUhackit 2018

Managed a team of 1 designer to task all design needs between the two of us. Deliverables included digital and print marketing materials, social media ads, day-of graphics, swag, tees, and laser cutting nametags.

Clemson Climbing Club

President

Fall 2018 – Present

Makerday Organizer

Marketing / Design Lead

Fall 2017 – Present

University Innovation Fellow

Stanford d.School UIF

Spring 2017 – Present

TEDxClemsonU Organizer

Marketing Lead

TEDxClemsonU 2019

SheHacks Boston

Hackathon Participant

Spring 2018

VandyHacks

Hackathon Participant

Winter 2018

Virtual Reality Club

Activities Coordinator

Fall 2017 – Spring 2018

WORK EXPERIENCE

Deloitte Consulting LLP

Business Technology Analyst

Summer Scholar

Arlington, VA

Fall 2019 – Present

Summer 2018

- + Performed gap analysis with SonarQube to identify pain points in the code and then resolve them
- + Worked in an agile software development workflow and committed code throughout a sprint

Clemson University UPIC

Data Visualization Lab Research Intern

Clemson, SC

Summer 2017

- + Used Unity3D to create a game on a touchscreen tabletop system incorporating hand tracking and 3D vision
- + Designed and conducted a usability study for the system with the developed game

NEXT High School

Intern / Project Manager

Summer 2016

CIMTechniques Inc.

Intern

Summer 2015

SKILLS

Proficient
Basic

Adobe Illustrator Adobe Premiere Pro Sketch Adobe XD Adobe Photoshop C++
Unity3D C# Maya Python HTML CSS Java C Adobe InDesign Adobe AE