

Paige Townsend

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A results-driven Human-Computer Interactions student specializing in Python, Java, and UX design. Adept at leading teams and developing technical solutions, with hands-on experience in product mockup designs, project management, and cybersecurity. Eager to contribute to a dynamic team in a Software Engineering, Product Management, or HCI internship for Summer 2026.

EDUCATION

University of California - Irvine <i>B.S. in Informatics – Human-Computer Interaction Specialization</i>	Jun 2027 <i>GPA: 3.35</i>
<ul style="list-style-type: none">Relevant Coursework: Data Management, Data Structures, Human-Computer Interaction, Requirements Engineering, Computer Organization, Software Testing, Information Visualization, Project Management	

SKILLS

Technical: Python, Java, C++, JavaScript, Prototyping, High-Fidelity Mockups, Wireframing, MySQL
Development Practices: UX Research, Accessibility Compliance, Project Management, Team Leadership, Technical Documentation, Cybersecurity Threat Detection, Incident Documentation
Tools and Technologies: Figma, Figjam, Web APIs, BitSight, Shodan

PROFESSIONAL EXPERIENCE

UCI Division of Teaching Excellence and Innovation (DTEI) <i>Digital Accessibility Support Team Member</i>	Irvine, CA, USA <i>Sep 2025 - Present</i>
<ul style="list-style-type: none">Consult with faculty to review course materials and recommend accessibility improvements per WCAG standardsRemediate instructional content to improve usability and ensure compliance with accessibility requirementsDevelop resources and actionable feedback to build long-term capacity for creating accessible course materials.	
INsite <i>UX Researcher and Designer</i>	Irvine, CA, USA <i>Aug 2025 - Present</i>
<ul style="list-style-type: none">Design an interactive dashboard to reduce inaccessible language in lectures for blind and remote learnersCollaborate with a PhD student to translate ML-flagged deictic phrases into accessible visual feedbackLead user research with professors to identify accessibility needs and create Figma wireframes and mockups.	
CCC Security Center <i>SOC Analyst Intern</i>	Remote <i>Jul 2025 - Sep 2025</i>
<ul style="list-style-type: none">Lead team in conceptualizing a Python script with Bitsight APIs to automate cybersecurity threat detection and analysisApply open-source intelligence tools to investigate and analyze cybersecurity incidents across 116 schools.	

RELEVANT EXPERIENCE

FUSION ICS Project <i>UX / UI Designer</i>	<i>Nov 2025 - Present</i>
<ul style="list-style-type: none">Conceptualizing and pitching a website concept to a cross-functional team.Collaborating with 4 designers on user research and UI design to connect Filipino Americans to their heritage.Conduct user interviews to inform the design of a culturally focused cooking platform centered on family recipes.	
Hack at UCI <i>Corporate Co-Director</i>	<i>Nov 2023 - Present</i>
<ul style="list-style-type: none">Manage relations and communication with 80+ sponsors to fundraise \$12,000+ for events with 400+ participants.Mentor new 8+ organizers and standardize sponsorship processes through documentation and outreach pipelines.	
VenusHacks <i>Co-President</i>	<i>Jul 2024 - Jul 2025</i>
<ul style="list-style-type: none">Directed organizing team of 40+ students UCI's only women-centric hackathon with 200+ participants annually.Oversaw a budget of \$10,000+, including corporate fundraising, university allocations, and grant management.	

PROJECTS

Human Computer Interaction Design Project	<i>Apr 2025 - Jun 2025</i>
<ul style="list-style-type: none">Led UX research to redesign Quizlet, creating a fully developed prototype that improved usability and task efficiency.Conducted user interviews and synthesized findings into actionable personas and task flows.Designed wireframes and high-fidelity mockups, resulting in a cohesive, user-centered interface.	
PetrTrips - ZotHacks 2023	<i>Nov 2023 - Nov 2023</i>
<ul style="list-style-type: none">Engineered the backend for a location-based travel app displaying 15+ attractions and 6 hotels per city.Integrated Geoapify and Yelp APIs, resolving multi-API data consistency and formatting challenges.	
DSP Social Media / Messenger	<i>Jan 2024 - Mar 2024</i>
<ul style="list-style-type: none">Developed a server-based social media app with message posting, and sending/receiving messages between 300+ users.Developed an intuitive GUI and integrated backend logic for seamless chat functionality.	