

# THERESE M. DIEDE

## ----- SUMMARY -----

I am a **full stack software engineer** with a background in urban planning, cartography, and architecture. Learning to code in graduate school, I implemented scripts to analyze and visualize spatial data in GIS. I also wrote code to automate architectural designs and iterate through possible 3D geometries.

I am **technical** and **creative**. I have extensive professional experience in GIS mapping, CAD drawing, and 3D modeling. As a cartographer at an educational technology startup, I used Python to process geographic data and JavaScript to create interactive data visualizations. The resulting digital textbook product inspired my ongoing interest in programming, with the understanding that technology enables creative storytelling in fun and intuitive new formats.

I am **detail-oriented** and take **initiative to solve problems**. While working in architecture on public park structures and highly custom high-end residential projects, mainly in the construction documents and administration phase, I dealt with clients, consultants, contractors, and many moving parts. I meanwhile began to consider architecture from a technology angle as a way to improve workflow in the building industry. With enthusiasm for developing software products to address real world challenges, I decided to jump start my career transition into software engineering by enrolling at Hackbright.

I am a **versatile** and **quick learner**. During the Hackbright fellowship, I learned Python, object-oriented programming, algorithms, and full stack web development. The program culminated in a solo full stack project, and I have since developed several additional apps and software tools. I am also continuing my education in machine learning, D3 data visualization, and Node.js through online courses, meetups and conferences. Now I am looking for opportunities to utilize my skills as a software engineer, bolstered by my past experience in data and design.

## ----- EDUCATION -----

HACKBRIGHT FELLOWSHIP  
Software Engineering 2016

COLUMBIA UNIVERSITY  
**M.Arch** (Architecture) 2013  
**M.S.** Urban Planning 2009

Thesis: *Modal Shift to Vélib' Bike Share System:  
A Cognitive Mapping Approach*

TULANE UNIVERSITY  
**B.A.** Sociology & Environmental Science 2005  
Magna cum laude  
Thesis: *The Transformation of Urban Space:  
A Comparative Analysis of Gentrification*

## ----- SOFTWARE PROJECTS -----

*SKYSCRAPER SF* • solo • 4 wks  
Python/Flask web app w/  
PostgreSQL, MongoDB, Mapbox GL, Flickr API

*MOVIE RATINGS* • partner • 2 wks  
Python/Flask web app w/ PostgreSQL,  
data correlation, OMDb API, D3.js

*PACK THE BOX* • solo • 1 wk  
Python, Turtle graphics library

*GEOCODER* • solo • 1 wk  
Python, Google Places API

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## ----- WORK EXPERIENCE -----

Designer, Architecture and Structure

**WARE** | Oakland, CA

April 2015 – July 2016

- + High-end private residence (Atherton) > Coordinated construction administration phase on a custom residential project. Performed site inspections of basement rebar before concrete pour. Managed moving parts and ongoing communications with contractor. Met with consultants to detail waterproofing for windows, doors, roof. Drafted structural connections.
- + Summit & Trailhead park shelters (Mount Umunhum) > Worked on architectural and structural construction documents for a fast-track public project, checking for consistency in the drawing set.
- + Floating pool concept (LIDO) > As an Oakland office, imagined a new public program for the city.

Designer, Interior Architecture

**Skidmore, Owings & Merrill** | San Francisco, CA

November 2014 – March 2015

- + Moscone Center Expansion (SoMa) & SF Visitor Information Center (ViC) > Presentation drawings.
- + San Francisco VA Medical Center (Lands End) > Revit construction documents (plan drawings, schedules, specifications) for a 3-building hospital retrofit.
- + 111 Main (Salt Lake City) > Built a highly detailed 3D model of custom furniture for tower lobby space.
- + School (Oakland) > Space planning spreadsheets to strategize facility programming.
- + Tech campus (Bay Area) > Interior test-fit drawings to propose efficient workstation layouts.

Lead Cartographer & 3D Visualization Artist

**Rowan Technology** | New York, NY

July 2013 – October 2014

- + Strategized how to produce in less than 9 months: 500+ maps and in-depth feature assets for an interactive textbook concurrently used by West Point cadets in a required military history course.
- + As lead cartographer and employee #2 on the design team, built an efficient map production process and advised on the hiring of an internal cartographic/design team.
- + Designed a variety of cartographic products for both digital interactive and print media: 3D terrain fly-through animations, battle diagrams, infographics, data viz, and high-fidelity gatefold spreads.
- + Coordinated with historians and publisher as client, orchestrating accurate graphics and book layout.

## ----- SKILLS -----

- |                               |                            |                                    |
|-------------------------------|----------------------------|------------------------------------|
| + Python, Ruby, Node          | + Git, Github              | + Rhino, Grasshopper               |
| + JavaScript (ES6), HTML, CSS | + Test-Driven Development  | + 3dsMax, V-Ray, Unity             |
| + SQL, PostgreSQL, MongoDB    | + D3.js Data Visualization | + Illustrator, Photoshop, InDesign |
| + Flask, Jinja, Bootstrap     | + GIS, GDAL, SPSS, Stata   | + Sketch, UX                       |
| + jQuery, Angular, React      | + AutoCAD, Revit BIM, CNC  | + Animation                        |