

# Moyartu Manley

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## EDUCATION

### Macalester College

*Bachelor of Arts in Computer Science; GPA: 3.61*

Saint Paul, MN

*Sep. 2023 – May 2027*

### North Carolina State University

*Dual Enrollment; GPA: 3.9*

Raleigh, NC

*Aug. 2019 – May 2023*

## EXPERIENCE

### Undergraduate Research Assistant

*Macalester College*

September 2024 – Present

*St. Paul, MN*

- Composed and presented research proposal to CS department faculty, securing approval for a novel study into online community dynamics.
- Developed and implemented a Python-based web scraper using BeautifulSoup 4 and Requests to efficiently collect and process posts from online imageboards.
- Analyzed the correlation between group demographics and community dynamics to identify key factors and directionality of toxicity in insular online spaces.
- Effectively communicated research findings and insights to faculty advisors through weekly meetings, leading to valuable discussions and future research directions.

### User Experience Intern

*OptumRx*

June 2022 – August 2022

*Raleigh, NC*

- Composed empathy maps based on detractors expressed by users.
- Spearheaded the redesign of the OptumRx patient portal and developed a working prototype using Figma.
- Devised an implementation budget for the prototype and its associated services.
- Presented project to the OptumRx team and industry leaders.

### ASSIST Young Scholars Research Program

*Advanced Self-Powered Systems of Integrated Sensors and Technologies (ASSIST) Center*

October 2020 – November 2020

*Raleigh, NC*

- Actively participated in seminars and symposiums to enhance overall knowledge and understanding.
- Designed, engineered, and programmed a functional wearable device that provides air-pollution-sensitive users with real-time environmental and personal data.
- Conducted testing on prototypes, documenting results on a comprehensive website.

## PROJECTS

### Analog Horror Game | *Java, Macalester Kilt-Graphics library*

April 2024 – May 2024

- Designed and developed a horror game in Java as a final project.
- Leveraged object-oriented programming principles to create an unsettling atmosphere and puzzles that played on the limitations of Macalester's kilt-graphics library.

### Discord In Your Heart | *Python, Ren.py*

February 2024

- Developed a 2D Visual Novel dating game in 48 hours.
- Collaborated on a team of 3 to create a cohesive game experience.
- Assisted in implementing core gameplay mechanics, including a UI similar to that of Discord, route options, and game endings.
- Won 3 out of 4 awards (Most Rizz Award, Life-Changing Award, Fan Favorite Award) at Macalester's 48-hour Cupid Jam.

## TECHNICAL SKILLS

**Languages:** Java, Python, HTML, CSS

**Frameworks:** React

**Developer Tools:** Git, Figma, VS Code

**Libraries:** BeautifulSoup, Requests