Ayana Griffin

CS Student @ Stanford University

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Education & Skills

Stanford University • Bachelor of Science in Symbolic Systems *Stanford, CA, June 2026*

Stanford University • Master of Science in Computer Science *Stanford, CA, June 2026*

Organizations: Women in CS, Society of Black Scientists and Engineers (2022-2023 Chair), Society of Women Engineers, Peer educator (Title IX and Substance Use Programming offices), Google CSSI

Programming & Development: Python, R, SQL, Java, JavaScript, Swift, React, React Native, Node.js, Supabase, HTML/CSS

Project Management & Collaboration: Jira, Trello, Miro, Confluence, Google Workspace, MS Office

Data & Analytics, DevOps & Design: pandas, Matplotlib, ggplot2, Git/GitHub, Heroku, Figma, UX/accessibility

Relevant Experience

Microsoft • Explore Intern (2022), SWE Intern (2023 & 2024) *Redmond, WA, June 2022 — September 2024*

- Authored **R** scripts and **Python** notebooks to preprocess and clean large telemetry exports (~50,000+ rows), generating reproducible datasets that informed AI-powered content-creation tools.
- Developed visualizations and summary tables to highlight usage trends and performance metrics; collaborated with product managers to integrate findings into reports.
- Led weekly check-ins with engineering, UX research, and product teams to prioritize features and track dependencies; ensured safe-AI best practices by incorporating feedback representatives.
- Owned end-to-end feature rollouts and hosted focus groups with 20+ internal stakeholders to validate prototypes against accessibility and inclusion goals.

StudyBud (Self-directed project) • Project Manager & Technical Lead *Stanford, CA, January 2025 — Present*

- Spearheaded research, user interviews, expert interviews, and design and development of StudyBud, a Swift study-app built to empower and support women with ADHD; defined MVP feature set based on 30+ users.
- Wrote Supabase **SQL queries** to clean and aggregate anonymized user-session data (pause/resume/quit rates); translated metrics into charts (pandas/Matplotlib) to measure "focus retention" improvements over a longitudinal pilot.
- Coordinated a multidisciplinary team of 2 designers and 2 developers, establishing bi-weekly sprints, maintaining documentation, and presenting progress reports to faculty advisors.

Black Girls CODE and Curious Cardinals • Teacher & Mentor *Remote, October 2020 — Present*

- Lead and teach deep-dive coding and web development projects, workshops, and five-week classes to 60+ elementary and middle school students using custom curriculum in Python, JavaScript, and HTML/CSS
- Mentor students through the processes of ideating and programming 3-6 month passion projects and hackathons

Projects

Show & Tell: Child-Facing Educational Video Platform • Mobile App *March 2025 — Present*

- Co-designing a video-teaching social media platform where K–5 children create explainer videos for family members; features AI-guided scaffolding and editing.
- Conducted 15 observational interviews with families to identify pain points in home–school technology use; synthesized findings into user personas and wireframes.

Computers2Kids • Mobile App | Case Study *April 2021 — July 2022*

- Automated Computers2Kids San Diego's process of getting laptops to students from low-income backgrounds by developing an Android and iOS app using React Native, Node.js, Express.js, Salesforce, and Heroku
- Developed 5+ features including applying for and ordering a laptop, requesting tech assistance, and tracking order status, helping the organization expand its reach from southern California to a national audience