

PUBLISHED MATERIALS

SCIENCE WRITING

Contributor (graphic suggestions), *Genetics of Behavior*. Robinson, Gene et al. Science Magazine, November 2008.

Co-author, *Field Trial Research Findings, WAVEscape Data Project*. Reactrix Systems, Inc. Powerpoint presentation and written report. Company presentation of research from Summer 2008.

Author, *Review of the Literature on the K Parameter*. How to measure decision-making behavior. Document used in the Brian Knutson Lab, Symbiotic Project on Affective Neuroscience, Summer 2007.

Author, *Bring Back Recess*. San Francisco Chronicle. Op-ed piece about the importance of physical activity in the prevention of childhood depression. June 2007.

Author, *Google versus Microsoft*. Essay evaluating the two great technology companies and their respective merits. Winning entry published online, Charles Shafae Scholarship Fund. October 2006.

CHILDREN'S BOOKS AND COMICS

Creator, SuperLions. Comic book about two lion cubs with superpowers. Presented at An Art Affair, Stanford University. 2009.

Author and illustrator, Pflueger and the Hippo. Comic book about a little boy and his pet hippo, 32 pages, full color. Self-published through Lulu.com. 2007.

Illustrator, Big Words by John Watson. 24-page book to help kids learn vocabulary words. Self-published. 2006.

Illustrator, Molly Saves Everybody by Stephen Cassar. 18-page color book about a family and their outdoor adventures. Self-published through Lulu.com. 2006.

Illustrator, Oakey Pinocky and His Friend Norky, self-published book by Donna Gulley. 2006

Author and Illustrator, *The Cookie Crunch*. Otero House Newsletter. Series of cartoons, news updates, and campus events, published within the dormitory. 2005.

Author and illustrator, The Best of Jen. Collection of comic strips from three years of daily webcomic. Self-published through Lulu.com, 2005.

EDUCATIONAL MEDIA

Co-designer, *EchoLocation*, mobile application to record words and images at GPS locations. Presented at Stanford Human Computer Interaction Design Final Presentations. Fall 2008.

Illustrator and Designer, *Math Is Fun*, a website with math lessons for kids. 2006.

Illustrator, *Undergraduate Women's Internship Guide*, artwork for a student-produced website with career tips for women in business. 2006.

Logo Designer, *Exploring New Worlds*, Stanford science event hosted by The Society for Women Engineers, encouraging young children to be interested in science. 2006.

Graphic Designer, *The Bentley School Haunted Luau*. T-shirts and graphics for elementary school fall event, produced annually for two years. 2005-2006.