

# MEREDITH VON FELDT

785.393.8481

meredithvf@gmail.com meredithvonfeldt.com

## Education

Brigham Young University  
Provo, Utah | April 2022  
BS, Computer Science -  
Software Engineering  
Emphasis  
Minor, Entrepreneurship

## Skills

Typescript/ Javascript  
HTML/ CSS  
Angular  
React  
VSCode  
Figma  
Scrum Master  
Product Management  
System Architecture  
Python, C, C++, Java

## Projects & Involvement

Subscription-based reading  
app for Patreon readers.

Founder, Gender Minorities in  
Engineering @ Lucid

President, Women in  
Computer Science @ BYU

## Hobbies

Skiing, Triathlons, Dancing,  
Hiking, Sewing

## Experience

### **Sabbatical / Jan 2025 - Present**

Took a planned sabbatical to focus on personal growth. Served and meditated with nuns and monks at zen monasteries across the United States, fasted Ramadan and taught English in Morocco, and served and prayed with Catholic brothers and sisters at an abbey in France.

### **Lucid Software / Software Engineer / Team Lead / 2022-2025**

Led the design system scrum team. Spearheaded the release of a formal VPAT (Voluntary Product Accessibility Template) for Lucid products by coordinating with legal, marketing, accessibility consultants, and external contractors, directly retaining \$900K in contracts and securing new enterprise deals. Drove large scale technical implementation, delivery, and adoption of accessible design system libraries, speeding up design and engineering workflows as well as progressing the organization toward achieving the highest accessibility standards. Created and presented tech talks at major universities in Utah.

### **SAVA / Co-Founder & Full-Stack Engineer / Aug 2021 – Dec 2022**

Accepted into the elite Sandbox entrepreneurship cohort. Worked with a team of three other founders through the ideation, validation, prototyping, and MVP stage. Architected and deployed Flutter/Firebase application. Received awards across the U.S. for the app.

### **Beny / Product Manager Intern / May 2021 – Sept 2021**

Led customer interviews and testing, then helped launch high-impact features—driving a 79% increase in app engagement.

### **BYU / UX Teaching Assistant / Jan 2021 – Apr 2021**

Taught UX principles, helping 70+ computer science students wireframe, prototype, and program usable applications.

### **BYU / HCI Research Assistant / Apr 2019 – May 2021**

Authored research paper on human computer interaction in the outdoors, published in the ACM Proceedings of the 2022 CHI Conference. Earned second place in section at the BYU Student Research Conference. Contributed to three user studies on physical interfaces, outdoor tech, and machine labeling.