

MEREDITH VON FELDT

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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.