BRIANNA GILCHRIST

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PROFESSIONAL SUMMARY

Software engineering student who precisely executes development projects from concept to delivery, skilled at developing complex solutions, possesses strong creative thinking skills, high energy and integrity, and is looking for full-time opportunities.

EDUCATION

Bachelor of Science in Software Engineering   **Expected: May 2020**
GPA: 3.40
Kennesaw State University – Marietta, GA

TECHNICAL SKILLS

Programming Languages: C#, C++, Java, SQL

Environments: Windows, .NET, MS SQL Server, Visual Studio, Unity, Adobe Creative Cloud Suite, Webflow

Methodologies: Agile/Scrum, Pivotal

WORK EXPERIENCE

Product Design Intern | Dell Technologies | Round Rock, TX   **May 2019 – August 2019**

- Designed, wireframed, and prototyped solutions for internal design language system using *Adobe XD*
- Led design-thinking activities within development team to incorporate team cohesion
- Learned and incorporated *UX principles* into software design project
- Improved designs to streamline user productivity by 78 seconds and increase user empowerment by 54%

Software Engineering Capstone Project | Automated Logic Corporation | Kennesaw, GA   **January 2020 – Present**

- Developing advanced algorithm to detect Bluetooth LE signals to adjust HVAC systems
- Planning to test detection rates' efficiency in handling system requests

Dell Hack-a-thon | Dell Technologies | Round Rock, TX   **July 2019**

- Developed TMX employee feedback solution that corresponded intelligent visualization of user responses via *word cloud*
- Responsible for interface development; assisted with development of word cloud

PROJECT EXPERIENCE

CCSE Annual Hack-a-thon | Kennesaw State University   **September 2018**

- Developed user interface for application using *Swift* and *Objective-C*
- Finalized front-end development using user-center design process
- Cooperated with team to implement financial services application with *API integration*

Zombie Attack Game | Kennesaw State University   **January 2017 - May 2017**

- Designed and implemented the creation of a multi-screen user-oriented game using *C#* and *Unity*
- Established a score management system that actively updated as the game continued
- Developed a file system to keep and replace high scores, if necessary

CAMPUS INVOLVEMENT

Treasurer, **Women In Technology Campus KSU**   January 2019 - Present
Publications Chair, **National Society of Black Engineers**   Spring 2018 – Present
Mentor, **Odyssey Peer Mentoring Program**   January 2018 – Present
Member, **Society of Women Engineers**   October 2016 – Present