Briana Connolly

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EDUCATION

MACAULAY HONORS COLLEGE AT THE COLLEGE OF STATEN ISLAND, CUNY
BS in Computer Science
June 2020
Honors: Dean's List 2016-2020
GPA: 3.7

TECHNICAL SKILLS

PROGRAMMING LANGUAGES
- HTML/CSS
- JavaScript
- Java
- C++
- SQL
- C#

FRAMEWORKS/LIBRARIES
- Bootstrap
- Bulma
- React.js
- jQuery
- Angular 8
- Socket.io

FRAMEWORKS/LIBRARIES
- Git/Github
- Visual Studio Code
- XCode
- IntelliJ IDEA

RELEVANT EXPERIENCE

CODENAMES AI BOT
Undergraduate Research Assistant | Staten Island, NY | Nov 2019 - June 2020
- Assisted production of an AI for the word association board game, Codenames, under Dr. Sarah Zelikovitz
- Developed web application, using HTML, CSS and JavaScript, that tests which word embedding is the best partner for humans

CUNY TECH PREP
Student Software Engineer | New York, NY | June 2019 - June 2020
- Selected for a full stack JavaScript training program, as one of 125 students out of 400+ applications
- Learned in-demand technologies like React, Node + Express, and SQL as well as industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, Agile & Scrum with Trello and Slack, test driven development, and CI/CD

FROG
Design Technologist Intern | Brooklyn, NY | Jan 2018
- Used voice recognition to help children with generalized anxiety and assist them in communicating their problems and identifying solutions to manage their anxiety with Amazon Alexa
- Created and developed team project title Elixir, an Amazon Alexa voice recognition program, using Node.js
- Presented demo of Elixir with team members to approximately 50 people in company

TECHNICAL PROJECTS

ONE NIGHT WEREWOLF
CUNY Tech Prep | New York, NY | Sept 2019- Dec 2019
- Built an online application of the card game One Night Werewolf with a team of three CUNY Tech Prep students that features multiplayer gaming for users
- Assisted in the UI/UX design of the home screen, game screen and chat screen using Adobe XD
- Worked on the development of the frontend using React.js and Socket.io

MARTH
CUNY Start-Ups | New York, NY | Mar 2019- May 2019
- Created an AR Teaching Aid that allows classroom lessons to be taught with 3D graphics making learning interactive and alluring
- Wrote and managed scripts for multiple User Interface components in C#
- Assisted in the UI/UX design of the program using Adobe XD

BUZZ (WINNER OF GOOGLE MVP COMMUNITY AWARD)
CUNY Hackathon | New York, NY | May 2018
- Developed an AR game emphasizing the importance of bees in our community
- Wrote and managed scripts for multiple User Interface components in C# and contributed to the game's backend with Unity
- Contributed to the game's backend physics using Unity and C#