Briana Connolly

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EDUCATION

MACAULAY HONORS COLLEGE AT THE COLLEGE OF STATEN ISLAND, CUNY
Bachelor of Science Degree in Computer Science **GPA:** 3.7   **June 2020**
Honors: Dean's List 2016-2020
Relevant Coursework: Software Engineering, Object-Oriented Software Design in Java, Web Development, Data Structures, Analysis of Algorithms

TECHNICAL SKILLS

Programming Languages: HTML, CSS, JavaScript, Java, C++, SQL, C#
Frameworks/Libraries: Bootstrap, Bulma, React.js, jQuery, Angular 8, Socket.io
Technologies: XCode, Visual Studio Code, IntelliJ IDEA, Git/Github

RELEVANT EXPERIENCE

Codenames AI Bot   **November 2019-June 2020**
Undergraduate Research Assistant   *Staten Island, NY*
- 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   **June 2019-June 2020**
Student Software Engineer   *New York, NY*
- Selected for a full stack JavaScript training program, as one of 125 students out of 400+ applicants
- Learned in-demand technologies like React, Node + Express, and PostgreSQL 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   **January 2018**
Design Technologist Intern   *Brooklyn, NY*
- 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 titled *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   **September 2019-December 2019**
CUNY Tech Prep   *New York, NY*
- Built an online application of the card game One Night Ultimate 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   **March 2019-May 2019**
CUNY Start-Ups   *New York, NY*
- Created an Augmented Reality Teaching Aid that allows classroom lessons to be communicated with 3D graphics and visuals 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

Team Up (Winner of Best Hardware Hack and Best Use of AWS)   **October 2018**
iCIMS Hackathon   *Holmdel, NJ*
- Created a Fitbit app that allows users to join teams and compete in fitness competitions
- Assisted in the UI/UX design of using Fitbit studio, HTML and CSS

Buzz (Winner of Google MVP Community Award)   **May 2018**
CUNY Hackathon   *New York, NY*

- Developed an Augmented Reality 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#

LEADERSHIP AND ACTIVITIES

The MHC++ Club   **February 2018-September 2019**
Co-Founder and Vice President
- Lead 4 workshops aimed at improving the technical and professional skills of the Macaulay Honors College Club members
- Invite guest speakers and mentors to the club and organize workshops held by mentors

Sustainable Student Organization   **February 2018-September 2019**
Treasurer
- Lead 8 workshop and events aimed at making the College of Staten Island a more sustainable campus
- Responsible for managing club budget and additional funds collected by the club