

Bridget Kimball

bridget.kimball@icloud.com · (804) 405-6787 · [linkedin.com/in/bridget-kimball](https://www.linkedin.com/in/bridget-kimball) · github.com/BridgetKimball

US Citizen with eligibility for security clearance

Summary

Full-stack engineer delivering production-ready systems with minimal supervision. Proven ability to own software development lifecycle from database architecture to UI, eliminates inefficiencies through automation, and leverages AI-accelerated development. Experienced in Agile sprints, version control, OOP, and RESTful API development.

Education

James Madison University (JMU), Harrisonburg, VA

Fall 2022–Spring 2026

Bachelor of Science in Computer Science and Minor in Mathematics

Relevant Coursework: Software Engineering, Application Development, Advanced Programming, Algorithms and Data Structures, Database Systems, Computer Systems I& II

Campus Involvement: Madison Tech Society, Madison AI Club, Women in Tech, Dukes4Dogs

Technical Skills

Programming Languages: Java, HTML/CSS, Python, JavaScript, SQL, PowerShell, C, C#, VBA, Assembly

Frameworks/Tools: .NET, Git/GitHub, VS Code, Godot, Unity, API Integration, UI/UX Design

Databases: PostgreSQL, Microsoft Access

Methodologies: Agile/Scrum, CI/CD, IT Project Management, Test-Driven Development

AI-Accelerated Development: Prompt Engineering (ChatGPT, Claude, Copilot, Gemini), AI-Assisted Code Workflows

Work Experience

Junior Software Developer, Lakeside Book Company

May 2025–November 2025

- Owned full-stack development lifecycle from planning to UI, mastering C#, VBA, and Power BI within weeks
- Eliminated 10+ staff hours weekly building automated VBA/Access workflows, earning role extension
- Cut recurring system errors 25% via database architecture optimization, data normalization, and split design
- Delivered cross-functional solutions using AI-accelerated development (ChatGPT, Claude, Copilot)

Game Developer Intern, Yobo Inc.

June 2021–August 2021

- Engineered object-oriented game systems in Godot using JavaScript/GDScript, building 3 playable worlds
- Designed tile-based environments using GitHub version control in collaborative professional setting

Additional Experience

Retail Sales, Tortugas' Lie | June 2024–January 2025 | Managed \$400K inventory, earning raise for reliability

Hostess, Lucky 12 Tavern | June 2022–August 2023 | Coordinated 50+ guests per shift in high-volume setting

Academic Projects

PixelPaws Web App

November 2025–December 2025

- Independently architected full-stack web app with external weather API, dynamic theming, CRUD operations
- Architected 6+ interactive JavaScript modules beyond scope, demonstrating production-grade practices

IBDb Book Database

September 2024–December 2024

- Led 4-person Agile team to build Goodreads-inspired database managing 1,000+ books via SQL, Python, HTML
- Arranged sprints while implementing custom lists, reading trackers, and advanced search with code review

Movie Night App

October 2023–December 2023

- Collaborated with 3-person team building IMDb-style film discovery app in JavaScript and HTML
- Implemented Scrum managing sprints with daily standups and peer code review

Learning Whiz Educational App

December 2021–June 2022

- Independently developed dual-mode JavaScript app tested by 50+ elementary students in classrooms
- Led Agile sprints iterating on end-user feedback, optimizing usability and student engagement