

# Bridget Kimball

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US Citizen with eligibility for security clearance

## Education

**James Madison University (JMU)**, Harrisonburg, VA

Fall 2022–Spring 2026

Bachelor of Science in Computer Science and Minor in Mathematics

**Relevant Course List:** Software Engineering, Application Development, Advanced Programming, Algorithms and Data Structures, Computer Systems I, Computer Systems II, Database Systems

**Campus Involvement:** Madison Tech Society, Women in Tech, Dukes4Dogs

## Technical Skills

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

**Frameworks/Tools:** GitHub, .NET, Godot, Unity, VS Code, VBA, UI/UX design

**Databases:** PostgreSQL, Microsoft Access, SQL

**Methodologies:** Agile, Scrum, IT Project Management

**AI/LLMS:** Prompt engineering (ChatGPT, Claude, Copilot)

**Certifications:** Intro to Claude AI, Prompt Engineering for Web Developers, Coding with Cursor AI, Intro to Programming with C#, Prompt Engineering for ChatGPT

## Work Experience

**Junior Software Developer**, Lakeside Book Company

May 2025–November 2025

- Built and automated VBA/Access solutions, eliminating manual workflows saving ~10 staff hours per week
- Improved system reliability and security by splitting databases reducing recurring errors by ~25%
- Developed automated monitor solutions using PowerShell and PC Sticks to deliver real-time operational data
- Rapidly learned C#, VBA, and Power BI to deliver cross-team solutions and earn a part-time role extension

**Retail Sales**, Tortugas' Lie

June 2024–January 2025

- Managed inventory and operations in a \$400K retail store, improving customer experience
- Supported stocking, online orders, and hosting duties, boosting efficiency and earning a raise

**Hostess**, Lucky 12 Tavern

June 2022–August 2023

- Greeted and seated 50+ guests per shift while coordinating with staff to ensure efficient service
- Managed retail sales and supported restaurant operations in a fast-paced, high-pressure setting

**Game Developer Intern**, Yobo Inc.

June 2021–August 2021

- Developed adventure mystery game features in Godot/JavaScript, building 3 fully playable worlds
- Designed detailed maps with tiles and interactive elements, showcasing technical and creative skills
- Integrated multiple game systems and mechanics using Godot, JavaScript, and GDScript

## Academic Projects

**PixelPaws Web App**

November 2025–December 2025

- Independently built a feature-rich web app with 6+ interactive pages utilizing Claude AI for development
- Transformed class assignment into passion project with advanced features beyond requirements

**IBDb Book Database**

September 2024–December 2024

- Led a 4-person team to build a web database managing 1,000+ books with SQL, Python, and HTML
- Implemented custom book lists and tracking features, improving user engagement and navigation

**Movie Night App**

October 2023–December 2023

- Teamed with 3 peers to build a film-focused app in JavaScript/HTML, delivering 5+ core features
- Applied Scrum to manage sprints and testing, improving on-time task completion by ~20%

**Learning Whiz App for Capstone Project**

December 2021–June 2022

- Independently built a learning app with 2 modes, classroom-tested by 50+ elementary students
- Refined features through student feedback and Agile sprints, improving usability and engagement