# Bridgette Castronovo

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## Education

**Georgia Institute of Technology**                                          August 2022- May 2026
- Bachelor of Science in Computational Media
- Concentrations in Media and Games
- Relevant Coursework: Computer Graphics, Linear Algebra, Multivariable Calculus, Object-Oriented Programming, Data Structures & Algorithms, Media Device Architectures, Discrete Math

## Projects and Games

**Spotify Wrapped**                                                          January 2023- May 2023

Project Lead and UI/UX designer
- Designed UI interfaces for a functioning mobile application in Android Studio that accessed a user's Spotify account and then displayed their listening history, preferences, and top artists.
- Led and organized team activities according to agile development methodologies and assisted other team members in fixing bugs and backend technical issues.

**Centipede GBA Game**                                                       January 2023- May 2023

Programmer
- Coded a recreation of the centipede arcade game in GBA mode 0 complete with a moving centipede composed of sprites, a player-controlled bug blaster, a mushroom field, and state machine.
- Game functions like the original: The centipede moves independently across the screen horizontally, descending a level towards the player until all segments of the body collide with a bullet from player.

**Twig's Tower Escape**                                                      January 2023- May 2023

Programmer and Designer
- Designed and programed a GBA game where the main player-controlled character, Twig, must escape from an ancient wizard's tower by navigating through a series of magical portals and obstacles while avoiding re-animated skeletons and other traps.
- Created custom tile set, background for level design, animated the sprite player character and villains.
- Programmed several moving villains and collision interactions between all characters, obstacles, and traps in the game.
- Implemented a simple sound design to accompany collisions and character interactions.

## Research

**Ava Digital Human V.I.P**                                               August 2023- December 2023

Research Team Member
- Utilized ChatGPT 4.0 to generate sample conversations between AI and given images to generate data for the conversational forms needed by the datasets team.
- Planned and suggested methods for implementing generative AI to test the progress of Ava's speech development.

## Languages and Technologies

**Languages:** Python, JavaScript, Java, C, C++, HTML, CSS
**Computer Graphics Skills:** 3-D mesh subdivisions, transformations, lighting, texturing, shadows.
**Technologies:** GIT, Anaconda, Docker, Figma, Android Studio, A-frame, Linux, Game Boy Advance (GBA),
**Patent**: Submitted and received a Patent for Biodegradable Straw Technology