GABRIELLE LONCKE
COMPUTER SCIENCE STUDENT

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OBJECTIVE

Motivated college student pursuing a career in computer science and game development. I desire to build connections with professionals and to obtain work experience that aligns with my interests.

EDUCATION

BA in Computer Science - Minor in Game Design and Info Sci - CORNELL UNIVERSITY, MAY 2026 (EXP)

Selected Coursework: Object-Oriented Prog & Data Structs, Discrete Structures, Functional Programming, Linear Algebra for Engineers, Designing Tech for Social Impact, C++ Programming, Music and Digital Gameplay, From New Worlds to Black Holes, Communication and Tech, Computer System Org and Prog

WORK EXPERIENCE

Software Engineer Intern - HOME DEPOT, MAY 2024 – AUGUST 2024
Developed an admin console using Next.js and React creating an employee portal into corp databases containing site metrics and data. The console enabled corp database updates with site information that then propagates to customer facing support communications through Home Depot's enterprise cloud platform

The end-to-end tested admin console tool will be deployed companywide

Leveraged Google Cloud Platform to process and manipulate data

PROJECTS

Programmer, Designer and Composer - WORLDWALKER, MAY 2024
Implemented custom Audio Manager to switch audio in game region, Implemented First Person View perspective using Unity Game Engine, Produced game compositions in FamiStudio and GarageBand

Programmer - CAMEL UTOPIA, MAY 2024
Developed and demonstrated a fully functional mini game hub with team in OCaml, Conceptualized UI prototype, Organized team pitch and final submittable of our concept, Performed end to end testing

Project Manager - FURY OF THE LOST KNIGHT, 2023
Oversaw team allocation by dividing members into specialized groups such artists and programmers, delegated tasks, organized promotional artwork and materials for Itch.io page with positive user rating

Project Manager - COMPLETELY HAMMERED, 2024
Managed a team of 11-12 game developers to release a 2D physics-platformer 'Totally Hammered' in 2024, managed project direction and deadlines, organized daily meetings and weekly milestone presentations to showcase progress and encourage collaboration

EXTRACURRICULAR ACTIVITIES

Vice President - DEVELOPMENT IN GAMES ASSOC (DGA) AT CORNELL, AUGUST 2022 - PRESENT
Organized workshops for teaching the fundamentals of game development and managed game jams

Lead for the Game Development Project Team, manage summer/winter game development projects overseeing teams of artists, programmers and others to produce successful games

Led efforts to display DGA games at large conventions such as PAX East

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, OCaml, C++, C#, NextJS, NodeJS, React
Developer Tools: Git, Unity, Jira, Google Cloud Platform
Web Development Platforms: Figma, Webflow