

Gabriela Anderson

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EDUCATION

UNIVERSITY OF UTAH

Salt Lake City, UT

Honors B.S. in Computer Science with Entertainment Arts and Engineering Emphasis; Minor in Mathematics

Relevant Coursework: Operating Systems; Algorithms; Advanced Algorithms; Traditional Game Development;

Alternative Game Development; Human and Computer Interaction; Machinima; Asset Pipeline; Game Design

WORK EXPERIENCE

Cricut

South Jordan, UT

Associate Firmware Test Engineer

Aug 2022 – Current

- Streamline firmware testing process by developing and maintaining automation software, resulting in a 75% reduction in testing time.
- Design and implement Bluetooth and USB connection/disconnection event loggers for both Windows and Mac platforms, leading to a 30% improvement in system monitoring and troubleshooting capabilities.
- Create and format comprehensive test plans for a wide range of machines, encompassing 10+ models, ensuring thorough and efficient testing methodologies.
- Collaborate cross-functionally to troubleshoot and resolve firmware issues, significantly reducing average issue resolution time and enhancing product quality and customer satisfaction.

Anthos Capital

Remote

Volunteer Video Game Venture Scout

Dec 2021 – Current

- Provide detailed bug reports and feedback on game design during pre-release stages.
- Evaluate game quality and development company viability for potential investment.
- Participate in trend and concept discussions with like-minded video game enthusiasts.

PROJECTS

Lead Engineer - Natural Disaster: A Butterfly's Guide to Mass Destruction

Unreal Engine 5, HacknPlan

- Designed and implemented over 10 engineering systems and features.
- Managed the engineering department's day-to-day operations, which included running 3 weekly scrums, overseeing task and bug lists, and serving as the direct point of communication for the team.
- Created and managed a machinima pipeline, leading a handpicked team of 10 individuals, conducting 4 weekly scrums, and overseeing a comprehensive task list.
- Collaborated closely with 4 departments to seamlessly integrate various game components.
- Published Natural Disaster on Steam under Burning Reel Studios, utilizing Steamworks and UE5.

Engineer and Designer - UI Focus - Acid Knockout

Unreal Engine 4

- Created layouts, designs, and animations to create a cohesive UI look
- Designed and animated UI layouts to achieve a cohesive visual style.
- Implemented functionality for a diverse range of menus and UI elements, totaling over 10 distinct components.
- Leveraged backend-engineer-created tools to fine-tune design concepts, such as enemy spawn rate, power-up spawn rate, round time limits, and more, resulting in optimized gameplay experiences.

ADDITIONAL

Technical Skills: Python, C++, C#, Java, JavaScript, Unreal Engine 4 & 5, Unity, and Adobe Creative Cloud

Certifications & Training: UX Design for Developers; Learning Python; Unity Game Developer Audio and Effect Preparation; C++ Essential Training