

Gabriela Anderson

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EDUCATION

University of Utah

Aug 2018 - March 2023

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

WORK EXPERIENCE

Cricut

South Jordan, UT

Associate Firmware Test Engineer

Aug 2022 – Current

- Streamline firmware testing process by developing and maintaining automation tools and 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

Unannounced Steam Game

Unity, Gadot, ClickUp

UI/UX and General Engineer

June 2023 – Current

- Collaborate with the UI/UX designer to conceptualize, sketch, and wireframe interactive elements for a user-friendly game interface.
- Translate wireframes and design concepts into functional UI/UX elements and user interfaces within Unity and Gadot engines, ensuring design consistency and optimal in-game performance.
- Produce engineering documentation for UI/UX elements, providing clear instructions for feature teams and expediting development.

Natural Disaster: A Butterfly's Guide to Mass Destruction

Unreal Engine 5, HacknPlan

Lead Engineer

Sep 2022 – May 2023

- 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.

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