Gabriela Anderson

(801) 448-1889 | gabi84095@gmail.com | www.gabi-anderson.com

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

PROJECTS

Lead Engineer   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 the game on Steam under Burning Reel Studios, utilizing Steamworks and UE5.

Engineer and Designer - UI Focus   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.

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 formatted 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   South Jordan, UT

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.

ADDITIONAL

Technical Skills: Python, C++, C#, Java, 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