Gabrielle Fulk

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Education

Trinity University, San Antonio, TX — Expected May 2023
Bachelor of Science in Computer Science
Minor in Economics
Cumulative GPA: 3.80 | Major GPA: 3.95

Relevant Coursework
Principles of Computer Science I & II, Discrete Structures, Functional Languages, Low-Level Computing, Principles of Data Abstraction, Principles of Computer Design, Algorithms, Theoretical Computer Science, Database Systems

Skills

Programming Languages: C, C++, Scala, Haskell, JavaScript (ReactJS), Ruby on Rails
Operating Systems: Windows, Linux
Environments: Microsoft Visual Studio Code, Vim
Applications: GitHub, BitBucket, Google Suite, Microsoft Suite, LaTex

Work Experience

Software Engineering Intern, **Big Sun Solar**, San Antonio, TX — June 2021 - Aug 2021

- Designed and developed a NPS pop-up survey for the customer portal as well as a dashboard that summarized collected data in table and graph form
- Automated an annual NPS survey text message to customers for further data collection
- Developed and implemented email verification on the customer portal to allow users to change the email associated with their account through being sent a unique link
- Quickly adapted to the company's tech stack learning React, JavaScript, and Ruby on Rails

Front End Associate / Morning Front End Supervisor, **Ross Stores, Inc.**, Scottsdale, AZ — May 2020 - Aug 2020

- Ensured accurate financial transactions of $4000 - 5000 while providing quality customer service
- Supervised the store's front end every morning shift, including 2-3 other associates, and facilitated communication between upper management and the front end
- Completed Cash Office duties of balancing tills, processing the daily deposit, and preparing the registers

Projects

Cactus Evasion, Computer Science II, Trinity University — Aug 2020 - Dec 2020

- Created a networked, server/client graphic game in Scala using Scalafx that included a shortest path algorithm.

CheckYoSelf, Principles of Functional Languages, Trinity University — Nov 2020 - Dec 2020

- Collaborated with a team using GitHub to create a checkers game in Haskell that used a recursive minimax algorithm to determine the best move for the current player.

Campus Involvement

Trinity University Women in Computing, Vice President — Jan 2020 - present
Trinity University Dive Team, Team Captain — Aug 2019 - present
Orientation Team, Member — May 2021 - present

Awards & Honors

Trinity University Dean's List — May 2020, 2021
Trinity University Murchison Scholarship — Aug 2019