Marissa Mallinger

Software Developer

Contact

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Portfolio: marissathedeveloper.website
Github: https://github.com/Luna3934

Education

Texas A&M University / Bachelor of Computer Science
August 2021 - May 2025, College Station
Minor in Game Development
GPA: 3.65

Skills

Languages: Python, Perl, HTML, CSS, JavaScript, SQL, TypeScript, C++, C#

Frameworks & Tools: React, Git, Bitbucket, Jira, Figma, PostgreSQL, Oracle SQL, Agile

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Work Experience

Apiture / Software Developer **/** Part Time
July 2022 - Present, Remote
- Delivered features to live codebases using Perl, HTML, and Git, ensuring clean commits and code reviews.
- Executed sprint tasks independently using Agile and Jira, boosting delivery speed and reducing blockers.
- Fixed cross-team system bugs and improved reliability of internal tools used by 10+ engineering teams.

Apiture / Software Development Intern
May 2022 - July 2022, Remote
- Explored multiple technologies including Perl, SQL, HTML, and AWS tools through hands-on project work.
- Adapted quickly to new tools like Oracle SQL and internal deployment pipelines through active learning and hands-on practice.
- Learned from developer mentors while exploring legacy Perl systems and workflow automation in development environments.

Code Ninjas / Coding Sensei/Instructor
April 2019 - July 2021 and May 2022 - August 2022, Cedar Park
- Instructed students in core programming concepts through JavaScript and interactive game design.
- Guided students through debugging sessions to improve logic comprehension and problem-solving skills.
- Led classes of up to 30 students in both **classroom and online** environments.

Projects

Seal Coating Website / Front-End Developer
https://www.finishingtouchsealcoating.com/
September 2024 - Present
- Developed and deployed a responsive website using HTML, CSS, and JavaScript for a small business.
- Translated Figma designs into web and mobile-friendly interfaces with HTML/CSS, improving layout consistency.
- Regularly update live site based on client feedback to ensure relevance and performance.

Image Colorization Model / Deep Learning Developer
https://github.com/Luna3934/ColorizationTrainer
April 2025 - May 2025
- Built a deep learning model with PyTorch and VGG16 to colorize grayscale images using quantized classification.
- Implemented 313-bin output with confidence-based post-processing to enhance color accuracy.
- Created custom datasets and evaluated model performance using PSNR and MSE metrics.

AR Shopping Assistant for H-E-B / UX Researcher & AR Developer
August 2024 - December 2024
- Designed a mobile app to identify pantry/fridge items and suggest recipes based on real-time inventory.
- Developed an AR tutorial for the scanning feature to guide users through first time use.
- Conducted user interviews and integrated accessibility features to support users with anxiety and decision fatigue.

Boba Shop Website / Front-End Developer
October 2023 - December 2023
- Built core React + TypeScript UI components for a boba shop website in a collaborative Agile team.
- Integrated frontend with a PostgreSQL backend API to display dynamic product data.
- Conducted user testing and refined UI to improve usability and visual design.

Internship Project / Full-Stack Developer at Apiture
June 2023 - July 2023
- Independently built a new web tool using HTML, Perl, and Oracle SQL.
- Navigated complex interconnected systems to safely deploy new features.
- Enhanced production debugging workflows with internal dashboards.

Leadership Positions

Equipment Officer / Texas A&M Paranormal Society
January 2022 - May 2025
- Managed inventory and technical setup for club events and investigations.
- Coordinated gear logistics for up to 40 members across 25+ investigations.

Robotics Software Lead / Vista Ridge Robotics Club
September 2020 - June 2021
- Wrote and debugged code in Java using the FIRST Robotics SDK.
- Collaborated with mechanical and electrical subteams to integrate software with hardware prototypes.