

Mikheil Gabrielidze

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[LinkedIn](#) | [Personal Portfolio](#) | [GitHub](#)

Education

Bachelor of Science in Computer Science

May 2027

Mississippi State University (MSU) – Starkville, MS

GPA: 4.00/4.00 | President's List (all semesters) | Shackouls Honors College

Skills

Front-End: HTML | CSS | JavaScript | Bootstrap | React | TypeScript | RESTful APIs

Technical: Unity | Python | C | C++ | C# | SQL | SQLite

Tools & Platforms: Git | GitHub | Visual Studio Code | Figma | QLab

Languages: English | Russian | Georgian

Experience

Research Lab Member

January 2026 – Present

High Fidelity Virtual Environments (Hi5) Lab – MSU Computer Science & Engineering

- Provide technical and project support to faculty and student researchers across ongoing lab activities
- Contribute to the technical production of *Fahrenheit 451* through video editing and Unity scene development
- Create technical documentation and instructional materials to support lab operations and equipment use

Webmaster

September 2024 – Present

LabRats Comedy – MSU Student Lead Improv Troupe

[Live Website](#)

- Design and maintain the club's official website, improving event visibility, interaction, and ticket sales
- Implement responsive layouts and update content regularly to enhance user experience
- Balance technical responsibilities with live performances and team collaboration

Research Assistant

September 2024 – January 2025

AI in Safety Symbols – MSU Bagley College of Engineering

- Evaluated AI engines by analyzing the consistency of generated images
- Generated and cross-evaluated diverse safety messages to assess their effectiveness and reduce cultural bias
- Refined AI-generated messages through iterative testing and cross-team collaboration

Projects

Portfolio Website

[Live Website](#)

- Designed and deployed a responsive portfolio website with emphasis on visual hierarchy and user experience

FedEx Alert Management Dashboard

[Live Demo](#)

- Collaborated with FedEx in a Human-Computer Interaction course to design an alert dashboard focused on usability and clarity. Prototyped interfaces in Figma and incorporated user survey and company feedback

Pop Art Wordle

[Live Website](#)

- Designed a fully interactive Pop Art version of the classic Wordle game using HTML, CSS, and JavaScript
- Implemented interactive UI features including audio feedback, dynamic visuals, and game mode toggling

Virtual Reality Experiences

- Developed immersive VR environments in Unity for Virtual & Extended Reality Development course
- Designed experiences exploring navigation methods, embodiment mechanics, and interactive design principles

Shopping Cart System

- Built a command-line shopping system using Python and SQLite with accurate login, cart, and inventory tracking

Other Experience

Independent Artist

March 2025 – May 2025

Midnights Studio Market – Starkville, MS

- Designed and showcased original art, posters, photography, and zines using Procreate and other editing tools
- Applied principles of visual storytelling, branding, and user experience to engage audiences
- Managed logistics including inventory tracking, presentation setup, and communication with collaborators