

Mikheil Gabrielidze

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Education

Mississippi State University (MSU) Starkville, MS

May 2027

Bachelor of Science in Computer Science

Cumulative GPA 4.00/4.00

President's List (all semesters)

Relevant Experience

Webmaster & Performer

September 2024 – Present

LabRats Comedy – MSU Student Lead Improv Troupe

<https://www.labratscomedy.com/>

- ❖ 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

Other Experience

Independent Art Vendor

March 2025 – Present

Midnights Studio Market – Starkville Based Independent Artist and Vendor

- ❖ Design and showcase original art, posters, and zines at pop-up markets using Procreate and other editing tools
- ❖ Apply principles of visual storytelling, branding, and user experience to attract and engage buyers
- ❖ Manage business logistics including payment processing, inventory, and client communication

Projects

<https://github.com/Mikheil17/>

FedEx Alert Management Dashboard (In Progress)

- ❖ Collaborating with FedEx in a Human-Computer Interaction course to design an alert dashboard focused on usability and data visualization. Prototyping interfaces in Figma and presenting design proposals to stakeholders

Virtual Reality Experiences (In Progress)

- ❖ Developing immersive VR environments in Unity for Virtual & Extended Reality Development course
- ❖ Built experiences exploring diverse themes, interactive systems, and narrative-driven designs

Pop Art Wordle

<https://mikheil17.github.io/Pop-Art-Wordle>

- ❖ Designed a fully interactive Pop Art version of the classic Wordle game using HTML, CSS, and JavaScript
- ❖ Added sounds, images, vibrant colors, a Reveal Answer button, and a toggle for regular mode

Portfolio Website

<https://mikheil17.github.io/Third-Website>

- ❖ Designed, developed, and deployed a personal portfolio website to showcase projects and creative work

Shopping Cart System

- ❖ Built a full-stack e-commerce prototype using Python and SQLite

Skills

Languages: English (Fluent) | Georgian (Native) | Russian (Basic)

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

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

Tools & Platforms: Git | GitHub | Linux (WSL) | Unix Shell (Bash) | VS Code | Canva | Figma | Microsoft Office

Soft: Critical Thinking | Quick Learner | Adaptability | Team Collaboration | Excellent Communication Skills