JOHN BRITTI

github.com/roboticwater
jbritti3@gatech.edu
336.409.1576

Looking for:
Fulltime Position in
Software Engineering
or UI/UX

EDUCATION

Georgia Institute of Technology

Major
Computational Media

Threads
Intelligence, Interactive and
Experimental Media

Graduating
Fall 2019

GPA
3.61

SKILLS

Languages
Python
Javascript
HTML
CSS
C#
Java

Web Frameworks
React
Svelte
Node.js
Express
MongoDB

Design Environments
Adobe Suite
Blender
3D Studio Max
ZBrush
Maya

Game Engines
Unity
Unreal 4
Source

WORK

Carnegie Mellon HCII Research - *Pittsburgh, PA*   *May 2019 - August 2019*

Research Staff
- Redesigned intelligent algebra tutor interface in Javascript and Svelte to be more engaging for children
- Coordinated with professors to synthesize the pipeline between the new interface actions and the backend
- Ran user tests with children which corroborated the efficacy of my designs

ConvexMind - *Atlanta, GA*   *May 2018 - August 2018*

Technical Artist & Product Designer
- Collaborated with team to create the aesthetic experience for mobile learning game for children in Unity
- Designed logo and other marketing materials to craft an identity for the company

Centree - *Atlanta, GA*   *November 2016 - September 2017*

Front End Developer
- Developed front end for an IoT/Machine Learning crash detection system from the ground up in React to notify first responders

PROJECTS

College of Computing Career Fair App   *Webapp, React*
- Lead development on React-based company search and virtual line app
  - Worked alongside back-end developers to create robust schema and comprehensive REST API
  - Collaborated with client to design an effective alternative to physical lines called the virtual line
  - Designed front-end to scale for both desktop and mobile platforms
  - Front-end architecture structured for extensibility

Lecture Code Live   *Webapp, React*
- Developed full stack React app and a Python script which syncs local file changes to a website, allowing students to copy code from lectures rather than manually transcribing it off a projector
- Created Express server with MongoDB and Socket.io to upload files and push automatic updates to clients

Academic Map Design   *Graphic Design, Illustrator/InDesign*
- Designed suggested class schedule info graphics for each CS/CM thread combination in collaboration with the academic advisers at Georgia Tech

LEADERSHIP

Computational Media Ambassadors - Vice President
- Act as representative of the Computational Media Major
- Coordinated and taught several semesters of workshops ranging from web development to graphic design to professional development
- Spearheaded efforts to create a liaison between the Ambassadors an the CM curriculum planning committee

VGDev (Video Game Development Club) - Vice President
- Guided up to 7 project leads a semester in scoping, and leading their games
- Ran several tutorial sessions covering topics in 3D modelling, introductory Unity development, and UI development
- Managed club finances