

# Adelina Gusic

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## EDUCATION

**University of Richmond**, Richmond, VA

May 2025

*Bachelor of Arts in Computer Science, Minor in Business Administration*

**Cumulative GPA: 3.73/4.00**

*Honors:* Dean's List (Fall 2021, Spring 2022, Spring 2023, Fall 2023, Fall 2024, Spring 2025), FBI Cyber Collegiate Academy

*Relevant Courses:* Audio-Visual Processing, Data Structures, Computer Organization, Software Engineering, Game Design

*Study Abroad:* Goldsmiths, University of London

Spring 2024

## PROJECTS & EXPERIENCE

**Dataset and Model Researcher**, University of Richmond, Richmond, VA

August 2024 – May 2025

- Generated 600+ question-environment-answers in a per-question balanced Embodied Question Answering dataset
- Published in Association for Computational Linguistics Rolling Review to get and reflect on possible research criticisms
- Demonstrated the necessity of grounding answers in environmental context by comparing blind and vision genAI models

**Student Grader**, University of Richmond, Richmond, VA

August 2023 – December 2024

- Evaluated dozens of weekly student assignments using Python, Java, C, Unix, and Object-Oriented Programming skills
- Communicated educational feedback to students while ensuring a fair and consistent grade is given across all assignments

**Data Analyst Intern**, Vectari, Charlotte, NC

June 2024 – August 2024

- Navigated Python and relevant libraries Numpy, Pandas, Matplotlib, and TimeSynth for dynamic data analysis programs
- Analyzed time series datasets using moving average, spectral residual anomaly detection, and PELT change point detection

**Paint App Project**, Advanced Audio-Visual Processing, London, UK

January 2024 – June 2024

- Recreated Microsoft Paint App in C++ while incorporating the Maximilian library to transform audio input into brush size
- Programmed brush parameters including RGB, size, transparency, shape, and curve correction with OpenFrame libraries
- Established keyboard shortcuts to save selected brush color, clear background, and screenshot the current screen

**Computer Chip Simulation**, Computer Organization, Richmond, VA

August 2023 – December 2023

- Developed a simulation of a computer chip in Logisim by circuiting its CPU, RAM, Memory & Keyboard Controller
- Coded a MIPS Assembly to Binary Compiler in C++ that runs instructions into the CPU, allowing a functioning computer

## LEADERSHIP & ACTIVITIES

**Vice President & Treasurer**, Girls Who Code, Richmond, VA

August 2022 – May 2025

- Worked to help create a community of goal-oriented girls that can break through the field of technology
- Budgeted \$3000 in national and university funds to balance access to group resources and costs for hosting events
- Organized a collaborative Hackathon event with local high school CodeRVA to challenge students' coding skills

**Scrum Master**, Software Development Practicum, Richmond, VA

August 2024 – December 2024

- Designed management service for autonomous cleaning robots with user stories in agile and scrum development processes
- Collaborated with team over multiple sprints to incorporate a working CMake, various design patterns, and unit testing
- Implemented dynamic front-end wxWidget code with back-end C++ robot simulation and MongoDB storage using threads

**Chief Operating Officer**, Virtual Enterprise, Brooklyn, NY

September 2020 – June 2021

- Managed company, PupilTech, that bought and refurbished used computers in bulk for resale to needy schools
- Presented PupilTech to the National Business Plan Competition and won first place out of hundreds of schools
- Delegated responsibilities to twenty officers and employees while interviewing the next year's Virtual Enterprise team

**Competitor**, Advertising Futures Competition, Brooklyn, NY

September 2020

- Partnered with advertising agency, BBDO, to tackle the vaping epidemic by directly addressing parents
- Educated parents on the similarities between the purposeful look of e-cigarettes and common household objects
- Campaigned "Learn the Difference, Make a Difference" and won first place for the Advertisement Council

## SKILLS & INTERESTS

**Skills:** Python, Java, JavaScript, C/C++, SQL, GitHub, LaTeX, p5.js, Adobe Premiere Pro, Excel, Agile, wxWidgets, CMake

**Interests:** Video Games, Horror Movies, Photography, Contemporary Art, Balkan Cuisine