Ariela Gettig

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EDUCATION

Cornell University, College of Engineering, Ithaca, NY **Expected May 2024**
Bachelor of Science, Computer Science
GPA: 3.63/4.00 Awards: Dean's List (FA20, FA21, SP22)

Relevant Courses: Object – Oriented Programming, Computer System Organization, Intermediate Design and Programming for Web, Discrete Structures, Functional Programming, Machine Learning, Algorithms, Web Applications

SPECIALIZED SKILLS

Programming Languages: C, CSS, HTML, Java, JavaScript, OCaml, PHP, Python, SQL

Tools: Git, Docker, Firebase, Jira, Jama, Latex, React

RELEVANT EXPERIENCE

Software Test Engineering Intern, *STERIS,* Mentor, OH **May – August 2022**

- Developed Jama connector for in-house python automation framework using Jama test automation API. Connector collected test cases to execute from Jama, executed the tests on the framework, and uploaded the results to Jama.
- Designed a cycle control board (CCB) simulator used to communicate with a human-machine interface for medical sterilizers. The simulation covered multiple CCB components, including 160 analog and digital IOs, a ferroelectric RAM chip for configuration storage, and application modules used to control physical product behaviors.
- Refactored a GUI for a hardware tester that checked the functionality of circuit boards used for STERIS products.

Software Engineering Intern, *Square Fare,* New York, NY **Dec. 2021 – Jan. 2022**

- Automated processing of restaurant data using Python and a REST API to increase Square Fare's database of restaurant items by 50%.
- Analyzed trends of 100+ restaurant items to create better customer recommendations for subscribers.

PROJECTS

Build-a-Cache **Apr. – May 2022**

- Built a cache simulator in C to assess cache performance on payloads using different cache coherency protocols, cache line sizes, and number of cores.
- Analyzed the performance by measuring the cache's miss rate when the cache's specifications are changed.

Playful Plants Media Catalog **Feb. – May 2022**

- Created a server-side rendered web app using PHP and SQL that allows users to access a plant database.
- Users can login to admin page to add and delete entries and consumers can view the database without a login.

The Game of Life **Aug. – Dec 2021**

- Developed the Game of Life board game in OCaml using the functional programming features of immutability and higher-order programming.
- Organized group meetings and delegated tasks to team members to complete goals for each milestone.
- Built the game engine using complex logic to execute a players turn based on their position on the game board.

LEADERSHIP EXPERIENCE

CS 3110 Functional Programming Teaching Assistant, Cornell University **Jan. 2022 – Present**

- Led weekly discussion sections and helped 20+ students with lab questions.
- Held weekly office hours to help students with projects, assignments, and exam preparation.
- Graded students' coding assignments and provided feedback on how to improve their code quality.