

# Bridget Bell

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## EDUCATION

**University of Southern California, Viterbi School of Engineering**

*Aug 2020 - expected May 2024*

**Major:** Computer Science; **Minor:** Philosophy

**GPA:** 3.89, University Merit Scholarship

## EXPERIENCE

**Intel Corporation**, Software Engineer Intern

*June 2022 - current*

- Collaborate with full-time employees to build a functional POC scalable development CI/CD tool to improve the efficiency of the development to staging pipeline for the chip fab automation code.
- Co-lead of my intern cohort, organizing digital events to foster community and bring new Intel interns together.

**ICAROS Lab**, Undergraduate Research Assistant

*Feb 2022 - May 2022*

- Created my own implementation of Multi-dimensional Archive of Phenotypic Elites, a quality diversity algorithm using numpy and pandas, based on the official pyribs implementation.
- MAP-Elites is an artificial intelligence algorithm that provides a large diversity of qualitatively-different solutions.

**USC CSCI 103**, Course Producer

*Jan 2022 - May 2022*

- Held weekly office hours helping explain C++ programming paradigms and debug labs and programming assignments.
- Organized a final review session attended by over 100 students; helped grade midterm and final exam.

**Internet Archive**, Wayback Machine Intern

*Mar - Oct 2021*

- Handled large (> 1 million URLs), time-sensitive JSON datasets with Python, archiving certain URLs in the Wayback Machine.
- Created internal and external training guides about the Wayback Machine's functionality that educated over 200k people.

## PROJECTS

**EasyTeamUp**, USC CSCI 310

*March 2022 - May 2022*

- Developed an Android social media app called EasyTeamUp where users can host or RSVP for events that are then optimally scheduled with a DP algorithm according to user availability; won the best app award out of 73 competing teams.
- Created the entire frontend with Java and XML, utilizing multiple different APIs, writing over 60k lines of code in 1.5 months.

**The Ron Finley Project**, Code the Change

*Sept 2021 - May 2022*

- CTC partnered with The Ron Finley Project to build an internal inquiry system to track events, volunteers, and reminders.
- Lead frontend developer: coded more than  $\frac{2}{3}$  of the user pages and components, and advised peers on tickets.

**TrackMyStuff**, personal project

*Jan 2022*

- Designed and built a full-stack RESTful web app over winter break that is a platform where users can keep a list of items they own and add to, modify, or delete items in the list.
- TrackMyStuff was built with a React frontend with SASS styling, that fetches data from a MySQL database through a PyFlask API.

**Curriculum VitAI**, USC CSCI 201

*Oct 2021 - Dec 2021*

- Curriculum VitAI is a full-stack web app where users can easily create a resume that auto generates an executive summary using the GPT-3 AI tool based on their inputted information.
- Formulated all technical specifications; designed and styled the entire website with Figma, React, and SASS.

## SKILLS

- Skilled in Java, C++, HTML, CSS/SASS, React, Python, C#; familiar with C, JavaScript, Node, Bootstrap, Wolfram Alpha Mathematica, numpy library, SQL
- Skilled with command line tools, version control, GitHub, Eclipse, jGRASP, Visual Studio, and JetBrains products
- Skilled with Figma, Canva; familiar with Fusion360, SolidWorks, Adobe Photoshop, Illustrator, InDesign

## LEADERSHIP & COMMUNITY SERVICE

**Code the Change**, VP of Community Outreach

*Aug 2021 - current*

- Manage CTC's service goals by creating volunteer opportunities for members, expanding our community impact, and kindling the spirit of service in the club; spearheaded a 300% increase in volunteering events from last year.

**Internet Archive**, Anniversary Speaker

*Oct 2021*

- Speaker at the Internet Archive's 25th Anniversary event, which was attended by over 200 people and live streamed by over 1500 people; delivered a joint speech with the Director of the Wayback Machine about the history of web archiving.