

Bridget Bell

(720) 987-9543 | bridget.go.bell@gmail.com | [LinkedIn/in/bridget-go-bell](https://www.linkedin.com/in/bridget-go-bell) | bridget-go-bell.com

EDUCATION

University of Southern California, Viterbi School of Engineering

Aug 2020 - expected May 2024

Major: Computer Science

GPA: 3.89, University Merit Scholarship

EXPERIENCE

USC CSCI 104, Head Lab Course Producer

Jan 2023 - present

- Hold weekly office hours debugging lab, homework assignments, and explain difficult object oriented concepts.
- Handle all lab assignments by creating content, distributing materials, managing the Bytes website updates.

Intel Corporation, Software Engineer Intern

June 2022 - Aug 2022; expected May 2023

- Created a scalable development CI/CD tool to improve the efficiency of the development pipeline for the chip fab automation code, utilizing GitHub Actions, Jenkins, C#, and bash/powershell scripts.
- 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

- Key frontend developer, handling the majority of frontend design code with React, HTML, and SASS, as well as advising peers on tickets.
- CTC partnered with The Ron Finley Project to build an internal inquiry system to track events, volunteers, and reminders.

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.

SKILLS

- Skilled with Java, C++, React, HTML, CSS/SASS, Python, C#; familiar with C, JavaScript, Node, Bootstrap, Lisp, SQL, Prolog
- Skilled with command line tools (bash, powershell), version control (GitHub), CircleCI and GitHub Actions
- 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.