**BELLA NOVICKI**

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| SOFTWARE ENGINEER | | | |
| |  | | --- | | CONTACT ME |  |  | | --- | | bella.novicki@gmail.com | | 336.661.5915 | | Washington, D.C. (Open to Remote) | | [Website](http://bellanovicki.wixsite.com/portfolio)  [LinkedIn](https://www.linkedin.com/in/bella-novicki-886ab11a1/) |  |  | | --- | | EDUCATION |   **B.S. Computer Science** University of North Carolina Wilmington, May 2021   * GPA: 3.8; Magna Cum Laude * University Honors, Departmental Honors * Chemistry Minor  |  | | --- | | SKILLS |  * Web Technologies (HTML, CSS, Node.js, JavaScript) * Java * Python * C# * React * Firebase * Git Version Controlling * Spark AR Studio * 8th Wall AR * Eventfinity  |  | | --- | | REFERENCE |   **Leo Taylor** Lead Developer, LEO Events  leotaylor@leoevents.com  **Ellie Ebrahimi** Professor of Computer Science, University of North Carolina Wilmington  ebrahimie@uncw.edu |  |  | |  | | --- | | EXPERIENCE |  **SOFTWARE DEVELOPER***LEO Events | Sept. 2021 – present*  * Develop event software for virtual and live events utilized by thousands of attendees * Create digital activations for event engagement, such as trivia, virtual scavenger hunts, leaderboards, and more * Produce in-house staff apps and sites for internal company usage  **PEER TUTOR***University of North Carolina Wilmington Learning Center | Feb. 2018 – May 2021*  * Tutored students in introductory & intermediary Latin, Intro to Computer Science, and Discrete Mathematics * Guided students in finding productive study habits, personal learning styles, and stress management techniques * Constructed collaborative and individual activities for interactive learning  **FELLOW***Girls Make Games | Summer 2020*  * Instructed girls aged 12-14 in principles of game development using the Construct 3 engine * Collaborated with co-fellows to craft engaging learning environments * Presented research findings of current gaming landscape for young girls  |  | | --- | | RESEARCH |  **“Measuring Implicit Bias of Minorities in STEM Fields”***Undergraduate Thesis | Aug. 2020 – May 2021*  * Independently developed application using Unity that measures implicit bias towards minorities in STEM fields * Drafted thesis paper discussing application results and current research surrounding minorities in STEM, gamification, and implicit bias measurements * Defended thesis paper and application against committee via presentation  |  | | --- | | CERTIFICATIONS |  **CVENT Attendee Hub Certification***Jan. 2023***CRLA Regular & Advanced Tutoring Certification***Spring 2018 & Fall 2020* |
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