

Britni Canale

Software Engineer

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PROGRAMMING EXPERIENCE

Google

New York, NY

Software Engineer, *August 2023 – Present*

- Working on Delve team within Geo Sustainability. 🔗
- Implement new features to improve user experience.

Google

Mountain View, CA

Software Engineering Intern, *May 2022 – August 2022*

- Worked on Google Maps JavaScript API team.
- Implemented and tested new features for keyboard and single-pointer drag and drop. 🔗
- Helped the API meet new WCAG 2.0 standards.
- Designed solutions for drag and drop interactions and new feature discoverability.
- Presented completed project and new solutions.

Morgan Stanley

New York, NY

Technology Summer Analyst, *June 2021 – August 2021*

- Worked on a client-facing application with 7,000 users.
- Redesigned a document upload page, which has almost 80,000 documents uploaded yearly.

Technology Analyst Intern, *June 2020 – December 2020*

- Worked on an Agile software development team on an application with over 400 users in 10 countries.
- Participated in daily scrum-style standup and planning and implementation discussions with product owner.
- Tracked progress with Jira.
- Created a read-only tech role for the production environment, allowing developers to access it.
- Fixed bugs and added updates to the application.

TECHNICAL SKILLS

Languages

JavaScript, TypeScript, Java, Python, HTML5, CSS, OCaml, C

Frameworks

Bootstrap, Foundation, AngularJS, Flask, ReactJS

Database Management

SQLite3, SQuirreL, MongoDB

EDUCATION

Cornell University, College of Engineering

Bachelor of Science in Computer Science, GPA: 3.5

Ithaca, NY *May 2023*

Relevant Courses

- | | |
|-------------------------------------------------------------------------|--------------------------------------------|
| • Object Oriented Programming & Data Structures | • Discrete Structures – Honors |
| • The Computing Technology Inside Your Smartphone | • Data Structures & Functional Programming |
| • Digital Logic & Computer Organization | • Introduction to Analysis of Algorithms |
| • Embedded Systems | • Introduction to Computer Vision |
| • Introduction to Machine Learning | • Optimization |
| • Communicating Digital Identity | • Practicum in Artificial Intelligence |
| • Operating Systems | • Introduction to Cryptography |
| • Human Perception: Application to Computer Graphics and Visual Display | |

Stuyvesant High School, GPA: 3.9

PROJECTS

Gin Rummy AI

github.coecis.cornell.edu/bpc72/Gin-Rummy

Created a game engine along with a neural network trained on a variety of data to play Gin Rummy. Each model was compared with each other to evaluate their performance.

Game of Life

github.coecis.cornell.edu/bpc72/GameOfLife

Game modeled after the Game Of Life board game. Built in collaboration with two teammates as the final project for Data Structures & Functional Programming.

Minesweeper

canale-minesweeper.herokuapp.com

Single-player puzzle game built as a personal project.

GROUPS AND ASSOCIATIONS

Scholar, National Action Council for Minorities in Engineering

Awarded a scholarship by the National Action Council for Minorities in Engineering (NACME), an association dedicated to increasing the number of minority students who complete a degree in engineering.

GENERAL WORK EXPERIENCE

Cornell Intramural Sports

Ithaca, NY

Student Coordinator, *August 2022 – May 2023*

- Act as a line of communication between Director of Intramural Sports and other employees.
- Lead student supervisors and officials on game nights.