

Brittany Barnes

Drexel senior majoring in Computer Science, is seeking part-time opportunities to use skills in a corporate or non-profit setting (on-site or remote). Currently working part-time (20 hours) for Mama May I, seeking additional employer to maximize opportunity to use skills while on assignment from March 31st to September 19th. Available immediately

CONTACT INFORMATION

Brittanyjbarnes09@gmail.com

<https://brittyb.github.io/portfolio/>

SKILLS

React

JavaScript

Python

Java

MySQL

HTML/CSS

C#

C

Bash

Kotlin

RELEVANT COURSEWORK

Data Structures and Algorithms

Machine Learning

Artificial Intelligence

Software Engineering

Software Architecture

Cryptography

Systems Programming

Advanced Programming

EDUCATION

Drexel University | 2023-2026

Bachelor of Science in Computer Science | GPA: 3.85

York College of Pennsylvania | 2021-2023

Computer Science Major | GPA: 3.93

WORK EXPERIENCE

APP DESIGNER/DEVELOPER - MAMA MAY I

March 2025-September 2025

Responsible for developing and releasing a mobile application using Unity and C#

MATH TUTOR - YORK COLLEGE OF PENNSYLVANIA

September 2022 - May 2023

Aided students with up to 11 different math courses to help students increase their skills and confidence in their math courses

PROJECTS

PERSONAL WEBSITE:

Constructed a portfolio using React, HTML, and CSS to showcase my work using my resume as subject matter. <https://brittyb.github.io/portfolio/>

SCRAPBOOK

Designed and created a website with a team that acts as a virtual scrapbook. Implemented HTML, CSS, and JavaScript. Managed login information and logged memories using Firebase

ESCAPE FROM THE ZELLAR CELLAR

Collaborated with a team to create a web-based escape room game utilizing java servlets. Created SQL queries to store save states and login information for user accounts. Utilized test-driven development with Java unit tests.

CREATIVE COMMISSIONS

Designed and developed an android application that connects artists with art patrons using Android Studio, Kotlin, and Firebase.

OPENGL ROOM

Created an interactive 3D room using OpenGL. Modeled furniture using Blender.