Bridget M. Smith Epaul

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Bridget Smith Epaul

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Creative and ambitious Software Engineer prepared to work in both team-based and independent capacities. Bringing a strong understanding of object oriented design principles and an interest in all phases of software development. Excited to take on new challenges.

Skills
- Python, JavaScript, Java, Git
- Communication
- Detail oriented
- Time management

Courses
- Software Engineering
- Programming Languages
- Web Design
- Principles of Databases

Education

MAY 2023

B.S. Computer Science / University of Connecticut / Storrs, CT

3.90 GPA | Major in Computer Science | Concentration in Software Design and Development | Minor in Digital Arts

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Professional Experience

SEP. 2022 - PRESENT

Research Assistant / University of Connecticut / Storrs, CT

- Developed Python scripts to process NetCDF (global climate) data to create data visualizations of specific global variables
- Created a visual web interface using HTML, CSS, and JavaScript allowing users to customize data visualizations
- Built out a web application using Flask in order to support the Python scripts in the backend of the web app architecture

JUN. 2022 – AUG. 2022

Software Engineer Intern / Gap Inc. / San Francisco, CA

- Worked and collaborated within a Scrum team and participated in the team's two-week sprint framework
- Containerized machine learning models using Chassis service for efficient data prediction retrieval
- Ran Chassis service within a Kubernetes pod to test and trouble shoot the containerization workflow before deployment
- Added support in existing Jenkins jobs to clean out unused logs and builds from virtual machines for maximized efficiency

MAY. 2021 – AUG. 2021

Software Engineer Intern / Savant Inc. / Hyannis, MA

- Fixed bugs and added functionalities in existing software for improved use by both customers and employees
- Developed support in Savant's existing software for various new devices written in JavaScript, HTML, C, and Objective C
- Wrote out repository of Python scripts to integrate partnered company's API within Savant's workflow
- Constructed a user intake form with CSS to smoothly integrate collected data into Savant's existing software

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Projects

AUG. 2022 – APR. 2023

First Place Winner for 2023 Computer Science and Engineering Senior Design Projects

Team Manager/ HuskyFit: A nutrition and fitness based mobile application for UConn students

- Led weekly team meetings to discuss progress and future goals in order to maintain constant communication and organization
- Designed the application interface and icon using Figma with the user in mind for a cohesive and navigable application
- Developed frontend with JavaScript and React Native to display user specific information received via API calls to backend
- Recorded a cohesive project video in order to successfully communicate the functionalities and features of the application

View project frontend on GitHub: github.com/bsepaul/HuskyFit

Leadership

Vice President / Upsilon Pi Epsilon – *International Honor Society for the Computing and Information Disciplines*

- Planned meetings that engaged society members through career opportunities and discussions on current technologies

Teaching Assistant / Intro to Software Engineering

- Led laboratory sessions and office hours to assist students in developing and debugging coding projects written in Java

Community Outreach Officer/ Society of Women Engineers

- Organized an outreach event to teach introductory Python to local high schoolers to kickstart early interest in the field