

CHIANNE CONNELLY

EXPERIENCE

NCR CORPORATION

Software Engineer I

May 2019 – Current

- Developed web features such as QR scanning, an open check flow, and a curbside pickup option for contactless dine-in in response to COVID-19.
- Led the initiative to decrease service latency by 20% by writing SQL queries to clean duplicate data stored in databases.
- Frontend development in React for the Software Innovation Lab using ML tools such as body tracking and computer vision to reshape the digital banking space.

GEORGIA TECH COLLEGE OF COMPUTING

Head Teaching Assistant

May 2018 – May 2019

- Lead a team of 5 TAs working directly with the Professor to coordinate course logistics, grading, and curriculum planning.

Teaching Assistant

Jan 2018 – May 2018

- Taught recitations of 45 students for CS2261, Programming in C and Media Device Architecture.
- Used a Game Boy Advance emulator to teach students concepts such as state machines, memory management, animations, and sound.

VERIZON CONNECT

UX Intern

June 2018 – Aug 2018

- Designed and implemented a feature on the develop branch of the primary Android Studio project that rewarded users with point-based incentives for safe driving measured through an OBD reader inside the user's car.
- Developed a React Native prototype from scratch for the HUM team to explore the idea of "HUM wallet" using a multi-platform approach with one code base.

PROJECTS

PORTFOLIO WEBSITE

React, HTML, CSS, JavaScript

- Portfolio website designed and built from scratch in React to showcase talents and skills. All widgets and views were custom created and the website was designed to work in dark and light modes across platforms.

WHERE'S MY STUFF APP

Android Studio, XML, Java, Kotlin, Firebase, Google APIs

- Android application developed to help users find their belongings in the case of a natural disaster. Uses cloud firestore for data storage, streaming data to the clients in realtime using the Android Firebase SDK

COMPUTER GRAPHICS SERIES

Delaunay Algorithm, Java, OpenGL Graphics Library

- Graphics demo that applied concepts and algorithms to create, analyze, display, and animate shapes and structures and let the user design or control them interactively.

ICE CLIMBER

C, GBA, state machine, collision detection, collision maps, DMA, alpha blending, pallet swapping

- Video game developed in C for the Game Boy Advance.

CONTACT

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EDUCATION

Graduated Dec 2019 with High Honors

GEORGIA INSTITUTE OF TECHNOLOGY

- Bachelor of Science in Industrial Design
- Minor in Computer Science
- Minor in Chemistry

AWARDS

Aug 2018

PUBLISHED IN DESIGNing

Angle-Up, a dinnerware set, was featured in the summer edition of the UK magazine, "DESIGNing" for their article on how to "Dine with Design."

Jan 2018

AWARDED PURA FOR NASA FUNDED UNDERGRADUATE RESEARCH

Granted the Presidential Undergraduate Research Award (PURA) to continue conducting NASA Funded Undergraduate Research with Thomas Orlando through the Georgia Tech College of Sciences to predict the exosphere of Europa, one of Jupiter's moons, for the upcoming missions.

SKILLS

PROGRAMMING SKILLS

JavaScript, React, Redux, CSS, HTML, Java, React Native, SQL, C#, C, Postman, Android Studio, jQuery, Git, Agile Practices, Data Structures

DESIGN SKILLS

Iterative design, Ideation, Brainstorming, Adobe CC/ Sketchbook Pro, Sketch, Figma, Fusion 360, 3D Printing, Laser Cutting