

Edrienne Gregana

Orlando, FL | (772) 480-7677 | edgregana@gmail.com | <https://www.linkedin.com/in/edrienne-g/>

Portfolio

<https://eddymarg.github.io>

Education

- University of Central Florida** – Bachelor's Degree (Aug 2021 – Aug 2024)
- Computer Science (CECS)*
- Indian River State College** – Associate Degree (Aug 2018 – Jul 2021)

Work Experience

Limbitless Solutions, Inc. : Frontend Developer & Web Design Intern (Jan 2024 – Aug 2024)

- Design user-friendly interfaces for the Limbitless Solutions website, utilizing **Figma** for wireframing and prototyping.
- Develop the prototyped designs further using **HTML**, **CSS**, and **JavaScript**.
- Collaborate with the web team to ensure seamless integration of frontend components with backend systems, prioritizing usability, responsiveness, and accessibility standards.

Arboretum, UCF: Web Development Intern (Aug 2023 – Dec 2023)

- Managed updates and maintenance for the Arboretum website through **WordPress** ensuring content accuracy, functionality, and adherence to brand guidelines.
- Provided support to the media/marketing team during events by assisting with content creation, social media management, and on-site coordination to enhance audience engagement and outreach.

Projects

Sched (Backend):

- Developed an innovative application with a team to generate optimized schedules tailored to manager and employee preferences, streamlining the scheduling process and enhancing team productivity and satisfaction.
- Built the backend system with **MongoDB** to create a solid foundation for the project.

Sproutfolio (Frontend):

- Engineered in a team setting and implemented a dynamic website facilitating user registration, contact management, and administrative functions such as the usual CRUD operations to allow users to efficiently organize their personal contacts.
- Produced UI/UX designs using **Figma** and coded those designs up with **HTML**, **CSS**, **JavaScript**, and **Bootstrap**.

Arcade type Jack in The Box game (Game Design):

- Implemented a personal version of Tic-tac-toe using **C#** in **Unity** to contribute to the KnightHacks showcase project.

Skills, Abilities & Awards

Languages: C, Java, HTML, CSS, JavaScript, C++, C#, Swift, Python

Frameworks/Libraries: Bootstrap, WordPress, Unity, Cocoa Touch

Database/Tools: MongoDB, Figma, AWS Cloud Computing, Git, VSCode, UI/UX

Awards: Dean's List (Fall 2021 & Fall 2023), FMS Bright Futures, Agnes Peebles Scholarship