

# Emily Grinshpun

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## EDUCATION

**Bachelor of Science in Computer Science**  
College of Engineering – **Emphasis in Project Management**  
GPA: 3.739  
*Dean's Honor Roll (Fall 2024), Distinguished Student (Spring 2025)*

Texas A&M University  
College Station, TX  
Class of 2027

## WORK EXPERIENCE

**Undergraduate Teaching Assistant** – College of Engineering, Texas A&M University Aug 2025 – Present

- Supported 100+ students by diagnosing coding challenges and providing real-time feedback, ensuring improved understanding of core algorithms and programming concepts.
- Collaborated with instructors to **design learning resources** and **optimize course delivery**, reinforcing consistency and inclusive learning practices.

**Software Intern** – Robotic Perception June 2025 – Aug 2025

- Led end-to-end dataset pipeline project**, managing timelines and a team of 3 to deliver 1,500+ annotated images for ML model training.
- Reduced data preprocessing time by **40%** by building an optimized Python-based annotation pipeline, accelerating product iteration cycles.
- Collaborated with engineers and project managers to align training data with product requirements, directly impacting model performance.

**Water Safety Instructor & Lifeguard**  
Carpenter Recreation Center – Plano, TX Aug 2021 – Present  
Student Recreation Center – Texas A&M University Sep 2024 – Present

- Delivered structured swim programs for 500+ students, tailoring instruction to diverse skill levels and improving measurable outcomes in water safety and proficiency.
- Designed and implemented marketing campaigns with **Canva** that boosted enrollment and event participation, demonstrating **product messaging** and **stakeholder engagement**.
- Maintained safety for 100+ daily patrons by implementing process improvements and emergency protocols, ensuring a reliable and high-quality customer experience.

## PROJECTS

**Munch Match** – Build4Good Hackathon (**3rd place, UI/UX**) – [emily6g.github.io/Munch-Match/](https://emily6g.github.io/Munch-Match/) Mar 29 2025

- Created a food-themed tile-matching game recognized for **UI/UX excellence** out of 50+ teams emphasizing user flow and visual design.

**Maroon Recs** – TAMUHack – [emily6g.github.io/maroonRecs/](https://emily6g.github.io/maroonRecs/) Jan 25-26 2025

- Developed a recommendation platform that centralized course, dining, and study spot decisions; conducted **user research** with 20+ peers and **demoed MVP** to 100+ TAMUHack participants.

**Mood Co.** – Ideathon, Project Management Club – [drive.google.com/moodco](https://drive.google.com/moodco) Nov 11-18 2024

- Prototyped a mental health app using **Figma**, applying **product design** and **user research** prototyped to address stress and mental health challenges for students.

**BTHO Wordle** – HowdyHack, TAMUHack – [emily6g.github.io/BTHO-Wordle/](https://emily6g.github.io/BTHO-Wordle/) Sep 28-29 2024

- Designed and launched an Aggie-themed game with four unique modes, applying gamification and theme-based design to boost student engagement and community interaction.

## LEADERSHIP

**Treasurer/Board Member** – **Chabad Jewish Student Organization** Dec 2023 – Present  
Managed finances for 200+ members, coordinated event logistics, and oversaw vendor partnerships, showcasing **budget ownership** and **operational leadership**.

## SKILLS

**Product & Design:** Product Management, User Research, UI/UX Design, Prototyping, Agile/Iterative Development

**Technical:** Python, Java, C++, JavaScript, HTML, CSS

**Data & AI:** Machine Learning (basic), Generative AI, Data Annotation Pipelines

**Tools:** Google Cloud, Git, Figma, Canva, Microsoft Suite, SQL

**Languages:** English (fluent), Hebrew (conversational), Russian (conversational)