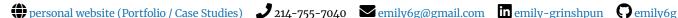
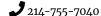
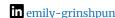
# **Emily Grinshpun**









#### **EDUCATION**

# Bachelor of Science in Computer Science | Emphasis in Project Management

Texas A&M University

· GPA: 3.739

Expected Graduation: May 2027

• Dean's Honor Roll (Fall 2024), Distinguished Student (Spring 2025)

Coursework: Data Structures & Algorithms, Discrete Structures for Computing, Linear Algebra, Principles of Statistics, Foundations of Software Engineering, Intro to Computer Systems, Public Speaking

#### WORK EXPERIENCE

#### **Undergraduate Teaching Assistent** – College of Engineering, Texas A&M University

Aug 2025 - Present

- · Supported 100+ students by diagnosing coding challenges and streamlining feedback processes, improving comprehension of algorithms and programming concepts.
- · Collaborated with instructors to design learning resources and optimize delivery at scale, ensuring consistency and measurable improvements in student outcomes.

#### **Software Intern** – Robotic Perception, Agriculture AI startup

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.
- Partnered with engineers and project managers to align training data with product requirements, **improving** model performance that supported customer-facing features.

# 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 needs and improving measurable outcomes in safety and proficiency.
- Designed and executed marketing campaigns with Canva that boosted enrollment and event participation by  $\sim$ **20%**, demonstrating product messaging and stakeholder engagement.
- · Implemented process improvements and safety protocols, enhancing reliability and the overall customer experience for 100+ daily patrons.

#### **PROJECTS**

Munch Match - Build4Good Hackathon (3rd place, UI/UX) - 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/

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 Managment Club – drive.google.com/moodco

Nov 11-18 2024

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

# BTHO Wordle - HowdyHack, TAMUHack - emily6g.github.io/BTHO-Wordle/

Sep 28-29 2024

· Designed and launched an Aggie-themed game with four unique modes, applying gamification and themebased 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, MVP Scoping, Feature Prioritization, Stakeholder Communication, 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, KPI Tracking

Tools: Google Office Suite, Git, Figma, Canva, Microsoft Office Suite, SQL (basic) Languages: English (fluent), Hebrew (conversational), Russian (conversational)