


Emily Grinshpun

 [personal website \(Portfolio / Case Studies\)](#)

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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 Assistant – 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 ~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 Management 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 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, 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)