

GABRIELLA GAGE

iamellagage@gmail.com | [LinkedIn](#) | [github.com](#)

ABOUT ME

Passionate and coachable software developer with a strong foundation in computer science and a keen interest in leveraging emerging technologies to create innovative solutions.

EDUCATION

University of Colorado Boulder

Computer Science, Bachelor of Arts

Boulder, Colorado

May 2024

- GPA: 3.12
- Minor: Economics

COURSEWORK

Calculus I, II • Algorithms • Data Structures • Computer Systems • Software Dev. Methods • Principals of Programming Languages • Human Computer Interaction • Object Oriented Design • Database Design

TECHNICAL SKILLS

Languages: C, C++, C, CSS, HTML, Java, LaTeX, NodeJS, Python, SQL

Frameworks: Celery, Django, NodeJS, PostgreSQL, MySQL, UML

Developer Tools: GDB Debugger, GitHub, Google Apps, Figma, Jira, Overleaf, UML

Applications: Docker, VisualStudio Code, VMWare, Zoom

EXPERIENCE

Manager

August 2022 - January 2024

Lindsay's Boulder Deli

Boulder, Colorado

- Supervised a team of deli staff, providing training, guidance, and support to enhance their performance and customer service skills.
- Managed staffing levels, and ensured adequate coverage during peak hours, holidays, and special events.
- Monitored deli sales, analyzed financial reports, and implemented strategies to achieve sales targets and profitability goals.

I.T. Student Assistant II

July 2021 – March 2023

BioFrontiers Institute

Boulder, Colorado

- Responded to help desk requests, prioritized tickets, and resolved issues related to computers, printers, network connectivity, and software applications.
- Installed, configured, and maintained computer hardware, operating systems, and software applications.
- Conducted regular updates, patches, and system upgrades to enhance security and performance across the organization's IT infrastructure.

PROJECTS

BookMarked | <https://github.com> | Python, HTML, CSS

Fall 2023

- Created a web application with a partner designed to store online recipes into an organizer. Used key object oriented design patterns to implement our code.

ARCANE | <https://github.com> | Java

Fall 2023

- Created a command line game in Java implementing numerous object oriented design patterns. Used UML frameworks to document classes and structures.

Digital Portfolio | <https://gabgag.github.io> | HTML, CSS, PostgreSQL, NodeJS

Spring 2023

- A complete portfolio displaying who I am and how my academic and professional career has looked thus far. Includes more projects I have worked on as well as more on my academics.