

GABRIELLE GAREY

☎ (832) 998-6723 ✉ bregarey@icloud.com 🔗 linkedin.com/in/ggarey05 📄 github.com/gcgarey

Education

Queen's University

Sep 2023 – Present

Bachelor of Computing, Specialization in AI

Kingston, ON

Relevant Courses: Introduction to Computer Programming, Introduction to Computer Science, Linear Algebra, Discrete Math for Computing I, Differential and Integral Calculus

Work Experience

UH College of Pharmacy

May 2024 – August 2024

Research and Development Intern

Houston, TX

- Worked with AIgarMIC, a Python package and collection of commandline scripts designed to facilitate the automation of agar dilution minimum inhibitory concentration image interpretation.
- Developed and standardized an imaging process for Clostridium difficile blood plates and implemented AIgarMIC to train models for predictions on these images
- Wrote Python code in Pandas to transition relational databases from Nonte to Redcap

Queen's Extended Reality

Jan 2024 – Present

Design Team

Kingston, ON

- Design team member on QXR, a club dedicated to cultivating a community dedicated to VR/AR/XR technology and software development at Queen's University
- Researching and developing an XR headset from scratch amongst a team of dedicated individuals

Qctf

Feb 2024 – May 2024

Sponsorship and Marketing Coordinator

Kingston, ON

- Designed promotional advertisements for Queen's University's annual cybersecurity competition
- Conducted outreach to other universities to increase participation in the CTF challenge resulting in an increase of out of school participation by 50%
- Worked with a team to organize the event, design cybersecurity challenges, and deploy awards

Projects

Personal Portfolio Website

HTML | CSS | JavaScript

- * Used knowledge of HTML/ CSS and Javascript to combine and customize and merge two existing templates
- * A comprehensive showcase of my projects, skills, and experience in web development, including detailed case studies and code samples

QXR Headset Design Team

Solidworks | Unity | VSCode

- * Took part in the QXR Design Team, a dedicated group of volunteers developing a XR headset from scratch
- * Utilized SolidWorks, C, Unity, GTK, and VSCode to develop the custom headset, contributing to a limited pool of examples in the XR industry

Automated Shopping Cart

C++ | Arduino Uno | CAD

- * Designed, constructed, and coded a working prototype of a shopping cart that followed movement utilizing an Arduino Uno
- * Won 1st place in 2022/23 Energy Institute Senior Engineering Competition

Technical Skills

Languages: Python, Java, HTML, CSS

Developer Tools: Github, Git, Pandas, Anaconda

Other skills: 3d Printing, Laser cutting, CAD design, Google/ Microsoft workspace