

Gabrielle Albrecht

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EDUCATION

College of Information and Computer Sciences | BS Computer Science, Art Minor

University of Massachusetts Amherst

Cumulative GPA: **3.4** / 4.0

Amherst, MA

Fall 2019 - Fall 2022

- Relevant Coursework: Software Engineering, Data Structures (Java), Artificial Intelligence (Python), Algorithms, Programming Methodology (JavaScript), Object-Oriented Design Patterns, Game Development (C#)

BFA Animation

Massachusetts College of Art and Design

Cumulative GPA: **4.0** / 4.0

Boston, MA

Fall 2018 - Spring 2019

EXPERIENCE

University of Massachusetts Amherst

Amherst, MA

Project Manager – Software Engineering Project Management

Spring 2022

- Supported two teams in building components of a React web application for the electrical company ISO New England
- Mediated interpersonal challenges between team members, while ensuring incremental progress was made each week
- Guided students in developing teamwork skills, such as communication, goal setting, and collaboration
- Prepared teams for a final demonstration of the fully integrated application which filtered hundreds of thousands of log events

University of Massachusetts Amherst

Amherst, MA

Resident Assistant

Fall 2022

- Managed and developed a positive living environment for 30 residents while enforcing Campus Living policies
- Counseled students on a variety of academic and personal matters, providing appropriate resources as needed
- Assessed appropriate offices to contact for maintenance, mental health, and medical issues in a timely manner

Staples

Hadley, MA

Print and Marketing Associate

Summer 2021 - Spring 2022

- Produced high-quality print jobs in a dedicated and positive team-oriented environment
- Cultivated strong relationships with customers through attentive consultation and by providing an excellent product
- Multitasked several jobs and customers at once, adjusting priority as needed and reacting quickly and efficiently
- Communicated regularly with coworkers on time-sensitive jobs and worked jointly as needed

PROJECTS

Simon Game | HTML, CSS, JavaScript, jQuery

Spring 2023

- Built a web version of the classic memory game, Simon, using HTML and CSS for the interface and styling
- Functionality and the implementation of animations and sound effects were achieved through JavaScript and jQuery

Sign Learner | C#, Unity

Fall 2022

- Educational video game developed in Unity which teaches simple sign language through scavenger hunt-like gameplay
- Designed and built 3D animated obstacles, and developed an AI-generated maze along with 2 other students

Boardgame Generator | Java, JavaFX, Git

Fall 2021

- Collaborated with peers to develop a functional game token editor as part of a larger boardgame-generating project
- Used Figma for mock-up design, Java, JavaFX, and SceneBuilder for user interface, and Git for integration with other teams

PROGRAMMING SKILLS

Programming Languages: Java, JavaScript, Python, HTML, CSS, C#, C

Frameworks: jQuery, Bootstrap, Node.js, Express.js

Development: Git, MongoDB, Bash Scripting, Unity, JavaFX, SceneBuilder

OTHER

Artistic Tools & Skills: Photoshop, Adobe Animate, After Effects, Premiere Pro, Dragonframe, Storyboarding

Interests: Animation, Illustration, Violin, Guitar, Hiking