

# 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

**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

**MSR Mining Challenge | Python, MongoDB**

Spring 2022

- Research paper on the relationship between refactoring and bug fixes based on an analysis of over 450k commit messages
- Utilized dataset provided by Mining Software Repositories, containing information from various version control systems
- Constructed database and parser using MongoDB and Python for calculations and analysis

## SKILLS

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

*Development & Other Tools*: Git, VS Code, Eclipse, IntelliJ, Spyder, PyCharm, Atom, MongoDB, JavaFX, SceneBuilder, Unity

## OTHER

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

*Interests*: Animation, Illustration, Violin, Guitar, Hiking