Gabrielle LaBorwit

gabriellelaborwit@gmail.com 410.868.4641 www.gabriellelaborwit.com www.medium.com/@gabbi www.linkedin.com/in/gabrielle-laborwit

Education

Carnegie Mellon University, Expected Graduation August 2021

• Master of Human-Computer Interaction

Bucknell University, Graduated May 2020

- Bachelor of Arts, Computer Science (Magna Cum Laude)
- Minor, Psychology- Cognitive and Perceptual Sciences

Relevant Courses and Skills

- Courses: Sensation and Perception; Human Cognition; Software Engineering and Design; Statistics
- Skills: Python; C; SQL; HTML, CSS; JavaScript; Java; Unity; Adobe XD; Figma

Relevant Experience

Teaching Assistant, Spring 2018—Spring 2020

- Spring 2018—Spring 2020: led help sessions for Introductory CS students twice a week: answered questions about material including labs and homework, explained difficult concepts, worked through trouble with Python
- Spring 2018: assisted higher-level CS majors in Software Engineering and Design course; resolved issues regarding Java, class content, and assignments

Data Analytics Intern at The Children's Place, Summer 2019

- Analyzed CRM data using SQL to investigate customer trends and activity in order to update marketing strategies with more personalized incentives
- Collaborated with interns and directors from various departments to heighten and connect personalization efforts within the app, online, and in-store; presented work to CEO and other senior-level executives

Research intern at Ludwig-Maximilian University of Munich Human-Centered Ubiquitous Media Lab, Summer 2018

- Developed program for Microsoft Hololens to slow down time in an augmented reality setting
- Used Unity and Visual Studio to create and deploy programs to Hololens
- Presented poster at WeimAR/VR Summer School at Bauhaus University
- Conducted user study on program features, ease of use, and level of benefit

Research assistant for qualitative analysis of interview data, Summer 2017

- Analyzed interviews for trends related to data visualizations and level of ease in finding such information
- Found that in addition to having trouble finding useful visualizations, many people also had trouble coming up with search terms to use to find desired visualizations
- Assisted professor in writing paper based on analysis and conclusions

Redesigned HCI course curriculum, Summer 2017

- Helped redesign and create new assignments for Bucknell's Human-Computer Interaction class
- Wrote tutorials, tested and helped develop new projects that include virtual reality, facial/emotion recognition, LeapMotion, and AI-like chatbots
- Link to course website: http://www.eg.bucknell.edu/~emp017/hci/

Honors and Relevant Activities

Bucknell Computer Science Outstanding Student Award, Spring 2020

Dean's List, Fall 2016—Spring 2020

ACM-W Scholarship to attend 2019 Conference on Human Factors in Computing Systems (CHI), Spring 2019 ACM, Fall 2018—Spring 2020

- Fall 2019—Spring 2020: President of the Bucknell chapter of the Association for Computing Machinery
- Led executive board's weekly meetings and organized bi-monthly events involving students and faculty