Gisselle Petty

Software Developer

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SUMMARY

Organized and dedicated software developer who seeks to expand her programming skillset through challenging, memorable experiences, but also aspires to deliver effective communication when identifying and documenting any newfound obstacles in an application's code or team planning.

EDUCATION

University of California, Davis
Bachelor of Science, **Computer Science**, **June 2024**

SKILLS

- C++
- Javascript
- Vue.js
- Vuex
- Express
- Github
- Linux
- PostgreSQL
- Swift
- Python

WORK EXPERIENCE

Software Engineer Intern, at Virgin Orbit
June 2022 – September 2022
- Developed a web application that helps notify admin when an application or its database is down
- Worked with the Javascript framework Vue.js to create user-friendly UI that displays the status of an application
- Utilized the state management library Vuex to maintain and organize logic that reads, loads, and updates an application's status
- Built backend routes using Axios and Express to connect front-end UI with state data located in the store

Code Instructor, at Code Ninjas Encino
August 2020 – March 2021
- Taught children from the ages of 5 to 16 how to code in Javascript, HTML, and CSS using popular video games, such as Minecraft and Roblox
- Created and organized coding lessons that focused on basic code syntax and logical

PROJECTS

Krabby Patty Flipping Game
- Developed and organized a Krabby Patty flipping burger game written in C++ using the open-sourced multimedia library, SFML, to create a game window, animate sprites, and play SpongeBob themed music in the background

Hotel Management System
- Created a C++ application where users can book, search, edit, or delete customer records, view booked rooms, and make payments

Sims 4 Cheats App
- Developed a mobile application using Swift for backend logic and Swift UIKit for front-end display, where users can search and bookmark their favorite Sims 4 cheats

C-Style Board Game
- Built a C programmed board game where the main objective was for players to avoid certain characters and collect every orb placed on the game board, similar to Pacman