Gisselle Petty
Software Engineer

Phone: (818) 428 9885
Email: gissellepetty@gmail.com
Website: www.pettyg.me
LinkedIn: linkedin.com/in/gisselle-petty/
Github: github.com/gpetty002

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 2025**

SKILLS

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

WORK EXPERIENCE

Software Engineer Intern, at **Blizzard**
June 2023 – September 2023
- Designed and implemented a cross-platform Text-to-Speech application and a gamepad sample prototype to enhance native platform support using **C++** programming
- Formulated a core API library that facilitated access to platform-specific text-to-speech functionalities on both **Windows**, **PS5**, and **Xbox** platforms
- Devised and structured the UI for both Text-to-Speech and gamepad sample applications, employing the **ImGui** library alongside internal gamepad libraries

Software Engineer Intern, at **Virgin Orbit**
June 2022 – September 2022
- Developed a web application using the **Javascript** framework **Vue.js** 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 and built backend routes using **Axios** and **Express** to obtain other applications' status codes
- Utilized the state management library **Vuex** to maintain and organize logic that would read, load, and update an application's status that obtains data received from the backend

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 problem solving

PROJECTS

My Website
- Revamped my previous website by adopting the **Vue.js** framework, enabling the presentation of job roles and projects in an orderly manner through a **JSON** structure. The content was elegantly showcased in stylized cards. Furthermore, I hosted the website on **AWS** and secured a custom domain for it.

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

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