

Gisselle Petty

Software Engineer

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SUMMARY

Organized and dedicated software engineer 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/C++
JavaScript/TypeScript

Vue.js
React

Express
Axios

Python
MongoDB

Ajax
Jest

WORK EXPERIENCE

Software Engineer Intern, Microsoft

June 2024 – September 2024

- Created Load Balancer's frontend IP configuration components in **TypeScript React** for **Azure Portal**, ensuring seamless integration and user-friendly interface
- Utilized **Ajax** to make API calls to backend endpoints for displaying and rendering Load Balancer data. Designed an overview for Virtual Machine extensions and organized localization files for global usage
- Developed and executed scenario tests to verify component functionality and write unit tests using **Jest** and **Mocha**. Incorporated security measures into projects to maintain secure access for Azure Portal customers

Software Engineer Intern, Blizzard Entertainment

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, 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, 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

Historical Stories

Developed a **React Native** app that exposes **OpenAI's** text to speech, translation, and database features using its API. Utilized **Axios** to define endpoints that process these stories. Employed **MongoDB** to store user content such as emails, passwords, and verification details, linking each user ID to store their favorite genres, stories, and reading history

Personal 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.