Elizabeth Trundle

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EXPERIENCE

Software Developer   **August 2024 – Present**
FTI Consulting, Software Solutions, New York, NY
- Work on 30-person Agile team as part of FTI's only internal software engineering group, building customized web applications for internal and external clients
- Operate in startup-like environment with high autonomy and ownership over full development lifecycle
- Deliver full-stack features across two major projects: internal AI platform serving 8,000+ employees with specialized features (document analysis, expert matching, compliance verification) and custom external client solution
- Led AWS production/UAT deployments; built recursive data structures and streaming processes for deep research features; integrated new frameworks into legacy codebase; conducted code reviews and maintained direct client communication
- Serve on UX and recruiting taskforces to drive team initiatives beyond development; designed 10+ web pages in Figma for site redesign, led technical workshops, and attended Figma Config conference

Backend Developer Intern   **May 2023 – August 2023**
IBM, Sales Technology Engineering, New York, NY
- Worked on Agile full-stack project using Node.js, Jest, MongoDB, and React for Sales Cloud API and reporting dashboard
- Optimized prospecting list creation process to increase seller success rates
- Achieved third place in the division-wide intern project showcase with multiple successful presentations

Software Engineer Intern   **May 2022 – August 2022**
Solipay Tech, New York, NY
- Worked as a Full Stack Engineer in Mobile App Development at fintech startup with Agile methodology and weekly sprints
- Enhanced backend infrastructure by improving GCP logging, error handling, and testing; developed formatted email templates and SQL data manipulation workflows
- Utilized Xcode and React Native for iOS/Android UI/UX engineering including login/home screens, email verification, user onboarding, and data visualizations

EDUCATION

University of Virginia   **May 2024**
Charlottesville, VA
- **Bachelor's Degree:** Major: Computer Science, Minor: Data Science. **GPA:** 3.9/4.0
- **Leadership & Activities***: Undergraduate Teaching Assistant, School of Engineering (3 years) | UVA Student Council Member (2 years) | Recruitment Data Assistant, Kappa Alpha Theta (1 year) | Student Tutor (4 years)
- **Academic Projects:** Built AI game agents using Deep Reinforcement Learning, full-stack Taxi Service and Fitness Tracker applications; implemented algorithmic solutions including Huffman Coding and optimization problems

SKILLS

- **Languages:** Python, JavaScript, TypeScript, Java, C++, SQL, HTML/CSS, R
- **Frameworks & Libraries:** React, Laravel, Angular, Node.js, React Native, TensorFlow, NumPy, Pandas
- **Tools & Platforms:** Git, AWS, Google Cloud, MongoDB, Docker, Figma, Adobe Photoshop/Illustrator, Launch Darkly, Filament, WebSockets, SQS, Tableau, Xcode