Miranda Huet *// Product-minded software engineer, woodworker and adventurer.*

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Professional Experience

Senior Software Engineer (2016 – 2019)
AT&T Design Technology • *Austin, TX*

*Past Positions as **Software Engineer** and **Associate Applications Developer***

- Lead developer on internal vacation-scheduling chatbot. Responsible for NLP, database design and development, experience flow, testing, requirements definition, maintenance and handoff. Helped establish chatbot platform needs and collaborated with platform developers on issues. Resulting product provided 3M/yr savings in returned work time.
- Develop prototypes and support the research process through technical evaluations and data investigations.
- Promote customer-centric mentality across various projects in partnership with User Experience Designers and User Researchers.
- Mentor developer new hires, volunteer mentor with *Girls Who Code*.
- Panelist in company-wide event discussing the intersection of design and AI.
- Drafted eight patents, currently in various stages of patent submission system.
- Spearheaded volunteer team for *Keep Austin Fed*.

Game Developer (2015)
SideFX Software • *Santa Monica, CA*

- Conceptualized, coordinated and programmed demo highlighting Houdini core features within Unreal Game Engine.
- Acted as company representative at various convention demos.

Quality Assurance Intern (2015)
Adult Swim Games • *Atlanta, GA*

- Spearheaded testing of unreleased games in development, including regression testing, bug report logging, and collaborating with developers to effectively identify bug sources.

Generalist (2014-2015)
Georgia Tech Game Studio • *Atlanta, GA*

- Conceptualized, coordinated and programmed prototypes. Stepped in on artistic tasks as needed and served as an intermediary between art and development needs.
- Developer on the team's first IOS and Android release.

—Additional Experience—

Game Development TA for *Georgia Institute of Technology (2014)*, **3D Freelance Artist** for *Interlaced Productions (2011-2012)*, **Maya Tutor** for *Savannah College of Art and Design (2008-2010)*

Technical Proficiencies

Java • C# • Python • MySQL • React • JavaScript • Angular • Natural Language Processing
Git • The Adobe Suite • Unity • Unreal • Autodesk Maya • Side FX Houdini

Education and Organizations

Georgia Institute of Technology • **Master of Science Degree** in Computer Science
Savannah College of Art & Design • **Bachelor of Fine Arts Degree** in Animation

—Continuing Education—

Udacity • **AI Nanodegree**

—Volunteer Organizations—

Broads and Boards • Board Member • *Present*
Move Food • Software Development • *Present*
Keep Austin Fed • Food Runner • *Present*
Girls Who Code • Mentor • *2016, 2018, 2019*

Texas Mission Of Mercy • *2018*
We Teach Science • Mentor • *2016*
Trade THEM for STEM • Event organization • *2016*
CoderDojo • Curriculum Developer • *2015*