Michelle Bryson

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Education

Carnegie Mellon University *Pittsburgh, PA*
Bachelor of Science in Electrical and Computer Engineering *Expected May 2025*
- **Relevant Coursework:** Space Robotics Development, Principles of Imperative Computation, Structure and Design of Digital Systems, Electronic Devices and Analog Circuits, Technology and Social Justice , Writing About Data

Professional Experience

Google *New York, NY*
Software Engineering Intern *May 2023 - Aug 2023*
- Built full-stack new feature in Google Docs, expected to be used by over 1.6 million monthly active users
- Leveraged Java and JavaScript, and pioneered integration with new API to improve collaboration
- Assisted PM in deciding product behaviors for several user journeys and edge cases, prioritizing privacy and accessibility

Google *Seattle, WA*
STEP Intern *May 2022 - Aug 2022*
- Developed UI for new Configurable Analysis feature in Contact Center AI Insights, using Angular, NgRx, and RxJS
- Led meetings with the team's product manager, UX designers, and UX researchers to discuss and finalize UX design choices

Google *Remote*
STEP Intern *May 2021 - Aug 2021*
- Leveraged Java and TypeScript to improve Play Store's Wishlist page, which averages over 1.1 million page views per month
- Implemented UI overhaul and coordinated with backend engineers to separate Wishlist items into individual corpora

Astrobotic *Pittsburgh, PA*
Software Engineering Intern *Aug 2020 - Nov 2020*
- Developed flight software for CubeRover, a modular product line of lightweight planetary rovers designed for lunar exploration
- Programmed and tested I2C communication library for CubeRover's battery gauge and solar panel chip with embedded C++
- Documented software architecture of battery/solar processor unit in NASA-reviewed Preliminary Design Report

Volunteer Experience

SawaAfrica *Remote*
Engineering Manager *Oct 2023 - Present*
- Oversee technical deliverables and design and help implement technical solutions for student volunteer team developing SomaSawa educational app to improve literacy and numeracy of public school students in Western Kenya

UNICEF *Remote*
App Developer *Sep 2020 - Dec 2020*
- Improved CBoard, an augmentative and alternative communication app for children with speech and language impairments
- Redesigned user interface, fixed bugs, and leveraged Flutter to expand to a mobile platform, benefiting 84,000 more children

Students for Black Lives *Remote*
Full Stack Developer & Java Tutor *Jun 2020 - Aug 2020*
- Tutored students in Java in exchange for donations to BLM organizations, helping to collectively raise over $22,000
- Constructed website in HTML/CSS and JavaScript, and integrated Google Sheets API to track and display donations live

Projects

Rationality *3rd Place, Epsilon Hacks*
App Developer *Jun 2020*
- Developed an app using React Native that helps consumers reduce food waste by generating a personalized shopping list of ingredients needed based on a user's food inventory and scheduled meal plan

AID PACT *NASA Space Apps COVID-19 Challenge*
Web Developer *May 2020*
- Created a website with an interactive world map that visualizes current and AI-predicted COVID-19 cases per country
- Trained machine learning model on 13 space agency datasets and utilized Python, HTML/CSS, and JavaScript

Skills

Programming Languages	C/C++, Java, Python, JavaScript, HTML/CSS
Tools and Technologies	Angular, React, MongoDB, Node.js, Flutter, Tensorflow, Git, ROS, Matlab, AutoCAD, SolidWorks