Olivia Sculley

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Objective

To work with domain experts on technical problems to create high quality software solutions.

Education

Purdue University, West Lafayette, IN – *GPA: 3.88* Aug 2017 – Dec 2020

- B.S. in Computer Science with concentration in software engineering and minor in mathematics
- Graduated with distinction, dean's list and semester honors

Skills

- **Languages:** C++, Elixir, HTML5, CSS, JavaScript, TypeScript, SQL, Python, Bash, C#/.NET
- **Frameworks:** Phoenix, Solid JS, Vue, Git, Tailwind CSS, Laravel, Docker, Unity 3D
- **Platforms:** Github, AWS, Slack, Stripe, Sentry, Drone, CodeShip, Prometheus, Grafana, Loki

Involvement

Traveler's Rest Historic Society, Greenville, SC – *Membership/Marketing* Jun 2022 – Present

- Maintained TRHS website, lead migration from Squarespace to Wordpress

HackGreenville Labs, Greenville, SC – *Contributor* Jun 2022 – Present

- Improved the HackGreenville website, created Slack bot project to post weekly rollups of local tech meetups from Open Data events and a map project displaying Open Data map layers
- The group formerly known as Code for Greenville

Simply Binary, Greenville, SC – *Software Developer* Aug 2020 – Present

- Lead development on Slipstream using Elixir, Phoenix, and Tailwind CSS, backed by AWS and Gigalixir
- Implemented features like versioning, tenancy, synthesized data exports, notifications, Sentry error reporting, custom integrations, UI component library, and automations with Github Actions
- Mentored team members, added documentation with Mermaid, created UI component storybook, improved localization, accessibility, onboarding, and tech debt prioritization
- Prepared a C++ robotic metrology project for production use.

Purdue Envision Center, West Lafayette, IN – *Simulation Programmer* Jan 2019 – Aug 2020

- Developed interactive 3D/VR simulations for web and desktop using C#/.NET with Unity 3D
- Implemented DocFX documentation and unit tests, facilitated Git LFS versioning for assets

JunLab, West Lafayette, IN – *Research Assistant* Apr 2019 – May 2020

- Lead development on NERVV, an open-source Unity 3D-based framework to synchronize and control ROS-based real-world manufacturing devices with support for virtual reality devices.
- Worked with Dr. Huitaek Yun at Jun Laboratory on NERVV

Purdue Virtual Reality Club, West Lafayette, IN – *Treasurer* Apr 2019 – May 2020

- As an officer, I hosted learning sessions in technologies such as A-frame and Unity 3D, mentored members in VR development, and lead educational club-wide projects through the PVRC's Github page.
- As the treasurer, I helped to manage overall finances and plan events.
- The PVRC can be found on Facebook, Discord and Github.

CS 390-VR / CS 390-VRT, West Lafayette, IN – *Teaching Assistant* Aug 2018 – Dec 2019

- Participated in course development of CS 390-VR and CS 390-VRT under Dr. Gustavo Rodriguez-Rivera at Purdue University. This course served as an introduction to virtual reality and real-time graphics development with game engines such as Unity 3D and Unreal Engine.
- As an undergraduate teaching assistant, I developed and delivered bi-weekly lectures, created and graded assignments, and led lab sessions where students worked with VR headsets such as the HTC Vive and Oculus Rift.

Chopralab, West Lafayette, IN – *Research Assistant* Feb 2018 – Aug 2018

- Created the mobile version of MINT, which visualizes protein ligands at Chopralab.
- Second-authored a research publication which is available on ChemRxiv.
- Helped design a minimalist and responsive lab website with a news feature using Jekyll, and created the MINT website linked above.

Rival Esports, Virtual – *Broadcast Media Artist* Feb 2016 – Sep 2017

- Produced animated lower thirds, transitions and motion graphics that were composited with OBS for Rival Esports, a Rocket League and Battlerite Esports tournament.
- Gave away hundreds of dollars and streaming to thousands of live viewers during our weekly Rocket League tournaments, and was featured on the frontpage of twitch.tv!
- Combined motion graphics with custom video-game modding technology to establish Rival Esports with a visual excellence that easily surpassed any other broadcasters in the area and emulated the quality of professional sports broadcasts.