REBECCA TAFETE

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SKILLS

Programming/Technologies: *Proficient* – Figma, Git, HTML/CSS, Java *Familiar* – C++, Python, SQL, TypeScript **Relevant Completed Coursework:** Algorithm Design & Analysis, Computer Systems & Networks, Human-Computer Interface Design, Data Structures & Algorithms, Computer Organization & Programming, Networking 1, Database Systems, UI Software

WORK EXPERIENCE

Microsoft, Redmond, WA

May – August 2023

Software Development Engineer Intern

- Designed & implemented an Offer Card web component intended to reduce perceived ad density on Microsoft/Windows feeds.
- Integrated telemetry calls and tested component integration on various canvases by injecting mock responses to network calls.
- Collaborated with designers & product managers to ensure that the experience met user & business objectives.
- · Technologies used: HTML, CSS, TypeScript, FAST Web Components, Fiddler

Microsoft, Redmond, WA

May – August 2022

Software Development Engineer Intern

- Learned about creating custom web components & web-based experiences using Microsoft's FAST Components framework.
- Designed & implemented a background image experience that displays images & information for current events.
- Collaborated with designers & product managers to ensure that the experience met user & business objectives.
- Technologies used: HTML, CSS, TypeScript, FAST Web Components

Goldman Sachs & Co., Dallas, TX

June - August 2021

Software Development Engineer Intern

- · Learned multiple database systems, including Goldman Sachs' proprietary database (GSDb) & Amazon Aurora.
- Researched and developed proofs of concepts for moving GSDb to the cloud with effective access control.
- Communicated findings and justified software design decisions to managers and other engineers.
- Technologies used: Java, PostgreSQL, Amazon AWS/Aurora

Georgia Institute of Technology, Atlanta, GA

January 2023 – Present

CS 8803 DHE (Digital Health Equity) Graduate Teaching Assistant

• Graded student designs and essays, guided students in researching health equity-related topics, wrote exam questions, and served as a point of contact between students and instructional staff.

PROJECTS

Wellness Technology Lab

August 2022 - Present

Student Researcher

- Conducted research on stress expressions on various social media platforms (e.g., Facebook, TikTok)
- Analyzed and interpreted data (text & multimedia content) using Python and various libraries/APIs.
- Communicated research findings through written reports and presentations.

Bits of Good, a chapter of Hack4Impact

Alumni Director

August – December 2023

· Organized various club-wide events and facilitated communication between the executive board, club members, and alumni

Product Designer

August 2021 – May 2022

- · Communicated and justified design decisions to stakeholders, team members, and other designers
- · Created and implemented visual design languages that aligned with the client's brand and messaging
- · Constructed user flows, wireframes, and prototypes to improve user experience using Figma

EDUCATION

Georgia Institute of Technology

Atlanta, GA

GPA: 4.0/4.0

Master of Science in Computer Science
Specialization: Human-Computer Interaction

January 2023 – December 2023 (expected)

Project Option: Research Project with the Wellness Technology Lab

Bachelor of Science in Computer Science

August 2019 – December 2022 Highest Honors/summa cum laude

Concentrations: People and Information Internetworks