

# Rebecca McFadden

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EDUCATION	TEXAS A&M UNIVERSITY   '22   BS in Computer Science, Engineering Honors, Tau Beta Pi Honor Society GPR: 4.0   National Merit Scholar and President's Endowed Scholarship Recipient	
	LOUDOUN VALLEY HIGH SCHOOL   '18   Advanced Studies Diploma GPA: 4.26   National Merit Finalist, Senior Leadership Board Member, Color Guard captain	
SKILLS	LANGUAGES: C++, JavaScript, Python, HTML, CSS, Java, SQL	
	TOOLS/PLATFORMS: Git, Linux, Docker, Android Studio, Adobe Illustrator, PostgreSQL, REST APIs	
	CLOUD SERVICES/PROVIDERS: Azure, AWS, GCP, Firebase, Kubernetes, Kubeflow	
WORK EXPERIENCE	MICROSOFT, MINECRAFT GAMEPLAY SYSTEMS INTERN	MAY 2020 – AUG 2020
	<ul style="list-style-type: none"><li>• Prototyped and implemented a data-driven events system for items in Minecraft</li><li>• Participated in daily standups and agile-style development, wrote unit and server tests</li><li>• Exposed Minecraft eventing systems to content-creators to allow for better flexibility and creativity in resource pack and content design.</li><li>• Architected future/refactoring work to be completed later using the event systems I built</li></ul>	
	MICROSOFT, AI PLATFORM EXPLORE INTERN	MAY 2019 – AUG 2019
	<ul style="list-style-type: none"><li>• Developed documentation for Kubeflow, a Kubernetes toolkit for containerizing ML models, on Azure</li><li>• Built sample pipelines using the Azure ML Python SDK for training, registering, and deploying ML models</li><li>• Delivered a talk about experiencing Kubeflow from a new user standpoint at Google's Kubeflow Doc Sprint</li><li>• Contributed 4 major pull requests to the public Kubeflow repository, including a front-page redesign</li></ul>	
	TEXAS A&M INTERFACE ECOLOGY LAB, STUDENT RESEARCHER	MAR 2019 – JAN 2020
	<ul style="list-style-type: none"><li>• Develop Live Mâché: a collaborative ideation platform, and study how users interact with one another online</li><li>• Study how users react to different UI and functional features including in-frame video call and live annotation</li><li>• Implement new features and fixes in HTML, CSS, and JavaScript</li></ul>	
PROJECTS	NATIONAL AIR AND SPACE MUSEUM, EXPLAINER	APR 2017 – MAR 2019
	<ul style="list-style-type: none"><li>• Perform science demonstrations and answer questions about the science behind the artifacts in the museum</li><li>• Brought the science demonstrations outside the museum with community outreach</li></ul>	
	"BIBLIOQUERY", FRONT-END LEAD	MARCH 2020 – MAY 2020
	<ul style="list-style-type: none"><li>• Created a free, online textbook buying and selling tool using multiple book data APIs, Google Firestore, Cloud Functions, and Google Authentication to secure the platform for TAMU student use only</li><li>• Built a chat application to allow buyers and sellers to communicate without exchanging personal information</li><li>• Developed an algorithm to combine book data from 3 different Web APIs</li></ul>	
	TAMU-HACK, "AGGIE HONOR BOT" FRONT-END LEAD	JANUARY 2020
	<ul style="list-style-type: none"><li>• Created a GroupMe bot that uses Google's Natural Language processing to scan messages for cheating</li><li>• Made POST requests to the GroupMe API to notify members of the chats when suspected cheating occurs</li></ul>	
COMPUTER SCIENCE CAPSTONE PROJECT	TAMU DATATHON, "FIESTA FINDER" BACK-END LEAD	NOVEMBER 2019
	<ul style="list-style-type: none"><li>• Utilized a dataset of taco and burrito menu items to develop a location and heuristic based search app</li><li>• Developed an algorithm to filter menu items based on distance, ingredient preferences, and allergies</li></ul>	
	<ul style="list-style-type: none"><li>• Developed lesson plans to teach algorithmic thinking to approximately 100 students ages 9-11</li><li>• Used Hour of Code Minecraft labs and lesson plans as inspiration for the outline of the course</li></ul>	
LEADERSHIP	AGGIE WOMEN IN COMPUTER SCIENCE, TREASURER	MAY 2020 – CURRENT
	<ul style="list-style-type: none"><li>• Manage and maintain the budget, as well as donations, sponsorships, and corporate relations</li><li>• Serve as a member of the executive board, oversee event planning and merchandising committees</li></ul>	
	AGGIE WOMEN IN COMPUTER SCIENCE, MENTORSHIP CHAIR	MAY 2019 – MAY 2020
	<ul style="list-style-type: none"><li>• Initiated the Rubies program, a mentorship initiative that pairs underclassmen with upperclassmen</li><li>• Reach out to early in career women to be corporate mentors and pair them with undergraduates</li></ul>	