

Greyson Barsotti

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Overview

Dedicated senior majoring in Computer Science & Digital Narrative and Interactive Design. Field experience in Web Development and Quality Assurance. Passionate about delivering high-quality products with an acute sense of attention to detail and user design. Actively seeking employment in software engineering after graduation.

Education

University of Pittsburgh

B.S. in Computer Science & Digital Narrative and Interactive Design

August 2022 - Present

Digital Narrative and Interactive Design is an interdisciplinary major combining concepts of software development and storytelling.

Expected Graduation: May 2026

GPA: 3.4

- **Dean's List:** Fall 2025-2026, Spring 2024-2025, Fall 2024-2025, and Fall 2022-2023
- **Relevant Courses:** Software Engineering, Principles of Computer Game Design & Implementation, Intro to Operating Systems, Intro to Computer Graphics, Innovation & Entrepreneurship in IT, Intro to Systems Software, Algorithms and Data Structures 1 & 2, Narrative and Technology.

Career Experience

Student Web Developer

Spring 2023 - Present

Clinical and Translational Science Institute (CTSI)

- Developed web elements using Razor syntax to integrate with a Content Management System (CMS) for a dynamic editing experience
- Created a fully functioning website with a two-person team and supervision from full-time developers
- Migrated content from an outdated CMS to a new one, ensuring consistency and accuracy
- Conducted quality assurance by testing 100+ tickets of collaborators to provide a high-quality website

Student Quality Assurance Analyst

Summer 2022 - Spring 2023

Clinical and Translational Science Institute (CTSI)

- Ensured a high-quality user experience on websites by conducting manual tests using industry-standard cross-browser testing tools, such as BrowserStack
- Developed automatic test scripts using Selenium-JS for use on 3 of CTSI's websites
- Collaborated daily with the Quality Assurance and IT teams to ensure seamless integration of testing scripts

Skills

- **Programming Languages:** Java, C, C#, HTML, Python, JavaScript, Rust

- **Frameworks & Libraries:** Umbraco CMS, Node.js, Bootstrap, React, Unity, Bevy, OpenGL

Projects

Swissvale Scrapbook

- Worked with outside stakeholders to design a community-based augmented reality app that guides users through Swissvale, Pa., enabling them to explore stories tied to vacant lots throughout the borough.
- Led development and project management of the application, built in Unity using Niantic Spatial and Mapbox.

Rust Racers

- Designed and developed a top-down 2D racing game in Rust using the Bevy game engine, creating assets, designing map layouts, and implementing AI-controlled vehicles using the Theta* pathfinding algorithm in collaboration with a team of 8 developers.