

BRIANNA DREW

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TECHNICAL SKILLS

- C# (Unity, .NET)
- Python
- HTML/CSS
- JavaScript
- Java
- SQL
- Version Control (Git)
- XR Game Development
- Web Design & Development
- Web Frameworks (e.g. React, Flask)
- Data Science & Analytics
- Data Structures & Algorithms
- Database Management & Design
- Artificial Intelligence & Machine Learning

WORK EXPERIENCE

COAL CAR STUDIO LTD.

Software Developer

Vancouver, BC
Nov 2023 – Present

- Participating in regular code reviews, identifying and rectifying inefficiencies to improve overall quality and optimization.
- Conducting testing and debugging to troubleshoot complex issues to ensure a satisfactory and seamless gameplay experience.
- Contributing to meticulous documentation efforts, elucidating technical specifications and implementation details.
- Managing task assignments efficiently and progress tracking using Azure DevOps work items.

EDUCATION

CENTRE FOR DIGITAL MEDIA (Simon Fraser University)

Master of Digital Media (SFU, UBC, BCIT, Emily Carr)

Vancouver, BC
Sep 2022 - June 2024

- Collaborated in multidisciplinary agile teams and applied existing knowledge to creative ventures.
- Expanded upon existing skill sets opening more opportunities to contribute to developing meaningful products.
- Communicated with clients in a professional internship-adjacent setting to gain experience for future career endeavours.

TRENT UNIVERSITY

Bachelor of Science with Honours

Peterborough, ON
Sep 2017 - June 2022

Major in Computer Science; Specialization in Data Analytics

- Received the Dean's List Academic Achievement Award in multiple semesters.
- Cultivated invaluable programming skills and applied them to innovative projects.
- Evaluated and critiqued peers' code and documentation as a student marker for 2 semesters.
- Served as a representative during Computer Science departmental meetings to offer insight and feedback on behalf of peers.

PROJECTS

FRUIT GOLF

Coal Car Studio Ltd.

- Developing challenging interactive obstacles (e.g. tornado, wagon wheel) for the "saboteur" game mode with exciting gameplay mechanics including physics-based collisions, and randomized movement.
- Cooperated with the design team to conceptualize and refine UI menu screens, incorporating intuitive navigation systems and vibrant fruit-themed graphics to enhance user experience and immersion.
- Engineered a train car spawning system for the western level complete with object pooling to improve performance.

PERSONAL POWER AI

Women Who Code Hackathon for Social Good 2023

- Spearheaded the development of an AI-powered chatbot using OpenAI's API in Python for a group hackathon project that aimed to provide a platform for women and minorities in tech to find resources and mentorship.
- Designed a modern-looking and eye-catching user interface as well as an optimized and intuitive user experience flow.
- Earned the award and prize for second place overall winners of the annual *Women Who Code Hackathon for Social Good*.

RECIPE-SHARING WEBSITE

Trent University

- Fabricated and implemented a fully functional recipe-sharing website with database integration and a complementary design using HTML, CSS, JavaScript, PHP, and SQL (MySQL) for which I earned a grade of 100% in the Web Development course.
- Devised measures to handle various security risks and threats, such as password strength detection and encryption.
- Demonstrated a fundamental understanding of both front-end and back-end development and design principles.