



# Bridget M. Smith Epaul

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Creative and ambitious Software Engineer prepared to work in both team-based and independent capacities. Bringing a strong understanding of test driven development and object oriented design principles. Interested and experienced in all phases of software development. Eager to take on new challenges.

## Skills

- Git, Python, Java, JavaScript
- Communication
- Detail oriented
- Time management

## Courses

- Software Engineering
- Programming Languages
- Web Design
- Principles of Databases

## Education

MAY 2023

### B.S. Computer Science / University of Connecticut / Storrs, CT

3.90 GPA | Major in Computer Science | Concentration in Software Design and Development | Minor in Digital Arts

## Work Experience

SEP. 2023 - JAN. 2024

### Software Development Engineer / Hubbell Inc. / Avon, CT

- Updated API implementation in Java Spring and Angular frameworks to align with customer qualifications and improve functionality
- Developed maintainable unit, integration, and end-to-end tests in Java and TypeScript to validate functionality of new features
- Worked alongside team members in a three-week sprint framework to maximize productivity and achieve sprint goals

SEP. 2022 - AUG. 2023

### Research Assistant / University of Connecticut / Storrs, CT

- Developed Python scripts to process NetCDF (global climate) data to create data visualizations of specific global variables
- Created a visual web interface using HTML, CSS, and JavaScript allowing users to customize data visualizations
- Built out a web application using Flask in order to support the Python scripts in the backend of the web app architecture

JUN. 2022 - AUG. 2022

### Software Engineer Intern / Gap Inc. / San Francisco, CA

- Containerized machine learning models using Chassis service for efficient data prediction retrieval
- Added support in existing Jenkins jobs to clean out unused logs and builds from virtual machines for maximized efficiency
- Worked and collaborated within a scrum team and participated in the team's two-week sprint framework

MAY. 2021 - AUG. 2021

### Software Engineer Intern / Savant Inc. / Hyannis, MA

- Fixed bugs and added functionalities in existing software for improved use by both customers and employees
- Developed support in Savant's existing software for various new devices written in JavaScript, HTML, C, and Objective C
- Built out repository of Python scripts to integrate partnered company's API within Savant's workflow

## Projects

AUG. 2022 - APR. 2023

First Place Winner for Computer Science and Engineering Senior Design Projects

### Team Manager / HuskyFit: A nutrition and fitness based mobile application for UConn students

- Led weekly team meetings to discuss progress and future goals in order to maintain constant communication and organization
- Designed the application interface and icon using Figma with the user in mind for a cohesive and navigable application
- Developed frontend with JavaScript and React Native to display user specific information received via API calls to backend
- Recorded a cohesive project video in order to successfully communicate the functionalities and features of the application

View project on GitHub: [github.com/bsepaul/HuskyFit](https://github.com/bsepaul/HuskyFit)

## Leadership

### Vice President / Upsilon Pi Epsilon - International Honor Society for the Computing and Information Disciplines

- Planned meetings that engaged society members through career opportunities and discussions on current technologies

### Teaching Assistant / Intro to Software Engineering

- Led laboratory sessions and office hours to assist students in developing and debugging coding projects written in Java

### Community Outreach / Society of Women Engineers

- Organized an outreach event to teach introductory Python to local high schoolers to enhance interest in the field