

Gabrielle Inchoco

Back-End Software Engineer

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🌐 www.github.com/ginchoco

Relevant Experience

Incoming Software Engineer Intern @ The New York Times

Fall 2021 // New York, NY

Software Engineer Intern @ Pinterest Inc.

June 2021 - Present // San Francisco, CA

- Build API endpoints and backend logic for new board collaboration and sharing feature on Core Engineering product team to refine board save, retrieval, and curation.
- Implement logic for data retrieval store references and call requests using service handlers to communicate data server with client side.
- Deployed asynchronous board transfer for 50+ pins integrated with web client and UI design.

Frontend Engineer Intern @ 1Lettre1Sourire Nonprofit

Dec 2020 - Jan 2021 // Lille, France

- Built website interface in HTML, CSS, Javascript, D3, and jQuery for that writes and send letters to isolated, elderly people in care homes.
- Improved traffic using Pageclip, Twilio, and AJAX by redesigning landing page, letter submission page, and contact forms to refine registration with mock-up in MAMP PRO.

Quantitative Researcher @ MIT CSAIL

May 2020 - Sept 2020 // Cambridge, MA

- Scraped and analyzed COVID-19 data visualizations on social media using Twitter API, Python, and CrowdTangle, and compiled literature reviews.
- Co-authored paper, Viral Visualizations: How Coronavirus Skeptics Use Orthodox Data Practices to Promote Unorthodox Science Online.
- Received Honorable Mention in 2021 ACM CHI Virtual Conference in Yokohama Japan.

Inclusive Tutor Research Assistant @ Wellesley College CS Dept.

March 2020 - Sept 2020 // Wellesley, MA

- Develop 7+ hour-long modules, workshops, and resources teaching inclusivity and tutoring strategies for CS tutors
- Survey, collect, and present evidence-based teaching pedagogy, communication and design to create resources for 650 undergrads
- Leverage knowledge about computing, pedagogy, communication and design to create resources for 650 undergrads

Post-production Programmer @ Volumetric Cinema

Sept 2019 - Jan 2020 // Boston, MA

- Coded C# scripts to manage Unity assets, game objects, and scene changes into a 3D volumetric model short film
- Utilized polymorphism, encapsulation, and data structure knowledge to implement 40+ assets and reduce load
- Identified emerging 3D storytelling techniques for blocking, synchronization, perspective shift of the final film

Education

Wellesley College

2018 - Dec 2022 // Wellesley, MA
B.A. Candidate in Computer Science and Mathematics

Massachusetts Institute of Technology

Fall 2019 // Cambridge, MA
Cross-registered student

University of Oxford

2020 - 2021 // Oxford, England
Study abroad visiting students program

Skills

Programming Languages

Python, Java, C, HTML, CSS, and Javascript

Libraries & Frameworks

D3, Git, Phabricator, Jira, Wordpress, Bash

Awards

Albright Institute Fellowship

\$4,000 grant for competitive global scholar program and foreign study and international travel

FS-ISAC Cybersecurity Scholar

\$10,000 USD scholarship for young women pursuing cybersecurity careers in financial services

Interests

Models of computation, theatre, writing, ethno-computing and photography