Rebecca Waterson

PO Box 8420; Incline Village, NV 89450 | 2447 Vallejo St. #4; San Francisco CA 94123
Phone: (775) 420-0604 | E-Mail: rebeccaqwaterson@gmail.com
LinkedIn: https://www.linkedin.com/in/rebecca-waterson-b3b95b21a/
GitHub: https://github.com/swimgirlnv Portfolio: https://swimgirlnv.github.io/portfolio/

Professional Summary: Software engineer and creative technologist with a dual B.A. in Computer Science and Literary Arts from Brown University, and incoming M.S.E. in Computer Graphics & Game Technology at the University of Pennsylvania. Passionate about crafting immersive, accessible digital experiences at the intersection of AI, interaction design, and storytelling. Experienced in building full-stack web apps, voice-integrated tools, and interactive games. Proven ability to lead, prototype fast, and bring user-first products to life.

Education

University of Pennsylvania, *M.S.E Computer Graphics & Game Technology*   **Incoming Fall 2025**
Brown University, *B.A. Computer Science, Literary Arts*   **Class of 2024.5**
Relevant Courses**:** Introduction to Software Engineering, UI/UX, Hypertext/Hypermedia, Advanced Digital & Cross-Disciplinary Language Arts, Introduction to Computer Animation, Data Science, Advanced Screenwriting

Skills & Interests

Languages & Frameworks: Java, Python, JavaScript, TypeScript, Scala, SQL, HTML, CSS, React, Next.js, Vite, Firebase
Tools & Platforms: Git, Figma, Balsamiq, Google Suite, Vercel, Maya, Blender, Adobe After Effects, Adobe Premiere Pro
Concepts: Machine Learning, UI/UX Design, Game Development, Digital Storytelling, AI Integration

Projects and Portfolio

Bear Neccesiteas *(CS1250 Intro to Animation Final Project)*: 3D animated short film (team of 6).
- Directed and animated an original story using Maya and Blender, leading the full pipeline from modeling to editing.
- Delivered a polished film that blends comedic narrative with visual storytelling.

Brown ReMemory (*Founder, Developer, Coder*): An interactive memory-sharing map for Brown's campus.
- Built a full-stack web platform in React, Firebase, and Vercel allowing users to contribute geo-tagged stories, images, and memories.
- Designed features like year-based filters, collaborative paths, and media-rich popups to enhance emotional and historical depth.

Pick My Dinner *(Founder, Developer)*: AI-powered food recommendation app.
- Engineered a full-stack app that suggests personalized recipes or nearby restaurants based on user preferences.
- Integrated OpenAI and Google Places APIs; designed a responsive UI with decision-tree logic for fast meal planning.

AI Diving Judge, *Developer, Coder*: Deep learning-based diving score evaluator.
- Developed a computer vision pipeline in Python to analyze diving form and assign competition-style scores.
- Trained and evaluated custom models on sports video data for a Brown Data Science course project.

More projects: **Portfolio**

Experience

Freelance Web Developer   Remote | Jan 2025 - Present
- Redesigned and rebuilt the official website and digital infrastructure for the Off the Field NFL Wives Association. Worked closely with the stakeholders throughout the process to build out their customized needs for the organization, including a custom member portal, admin dashboard, and scalable frontend that supports over 580 active members.
- Developed the official site for author JC Conrad-Ellis featuring books, blogs, and a Stripe-integrated bookstore. Built with React, Firebase (Auth, Firestore, Functions), and Vercel, with Google-authenticated admin dashboard and GoDaddy domain integration.

Revolear Product Engineering Intern - Revolear AI Assistant UI   San Francisco, CA | June - August 2024
- Developed AI-powered sales tools for B2B clients, integrating OpenAI assistants into Revolear's platform.
- Engineered a dynamic assistant UI using React and Redux, allowing users to create and interact with customized AI models.
- Designed chat bubbles for the Virtual Deal Room Chat, enhancing communication within deal-making workflows.

Undergraduate Teacher's Assistant - UTA for Hypertext/Hypermedia   Providence, RI | June 2023 - December 2023
- Co-led lab sessions for 50+ students, designed hands-on assignments, and provided guidance on web development and multimedia storytelling. Assisted Professors Andy van Dam and Norman Meyrowitz in modernizing the course materials.
- Spearheaded the redesign and migration of the course website from React to Next.js, enhancing site performance, scalability, and user experience.

Undergraduate Teacher's Assistant - UTA for Intro to Software Engineering   Providence, RI | January 2023 - May 2023
- Mentored teams on software development best practices and graded final projects for a class of 200 students.
- Hosted "Collab Hours" to assist students with code reviews and debugging.

Leadership & Activities

- **Brown University Women's Swim Team** | NCAA Division I Athlete (*2020 – 2024*) — Developed teamwork, resilience, and time management at the elite level. Was selected as a member of the Ivy Team twice and assisted in tutoring/mentoring underclassmen teammates in math and computer science courses.
- **UCLA Film School TV Writing Summer Institute (2023)** — Wrote and pitched an original melo-drama pilot titled "NARPs" to industry professionals.
- **Founder of [Major Arcana](#)** — Built an AI-powered tarot reading and storytelling app exploring narrative possibilities with GPT models.