

Gabriela Anderson

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EDUCATION

Honors B.S. in Computer Science; Minor in Mathematics | *University of Utah*

Aug. 2018 - May 2023

- Dean's List multiple semesters
- Object-Oriented Programming, Advanced Algorithms & Data Structures, Human-Computer Interaction, Computer Systems, Artificial Intelligence
- Calculus I-III, Linear Algebra, Foundations of Analysis, Engineering Probability & Statistics, Number Theory

WORK EXPERIENCE

Software Test Engineer | *Cricut*

Apr. 2024 – Current

- Worked as Lead Test Engineer and Software Developer on the Test Development Engineering team to help qualify and develop the calibration and qualification software used on the manufacturing lines.
- Created detailed test plans for 10+ calibration and qualification stations, ensuring reliability and accuracy before SW release.
- Added fast-fail functionality to 2 stations, reducing qualification times from 4+ minutes to as little as 20 seconds on the line.
- Automated a calibration process using image analysis, eliminating human selection and increasing machine precision by 20%.
- Fixed critical bugs across calibration and qualification stations, preventing skipped stations and unauthorized access.
- Act as the Lead Software QA Engineer and project co-owner of new manufacturing line calibration and qualification software.

Associate Firmware Test Engineer | *Cricut*

Mar. 2023 – Apr. 2024

- Developed an automated bootloader testing system, reducing testing time from 4+ days to less than 2 days.
- Engineered USB and Bluetooth logging apps specifically for Cricut machines, saving \$40 million by identifying chip defects.
- Automated Bluetooth testing, reducing testing time by 90%, and constructed a custom tool for testing 5+ machines at once.
- Reduced firmware issue resolution time from 5 days to 3 or less by collaborating cross-functionally using streamlined flows.

Software QA Tester | *Cricut*

Aug. 2022 – Mar. 2023

- Executed a variety of test plans ranging from bootloader testing to firmware testing on 7+ different machines.
- Created a bug documentation template to streamline communication and facilitate replication, understanding, and resolution.
- Collaborated with the Firmware team to construct a Firmware Testing Automation tool to consolidate 15 automated testing tools.
- Mitigated critical Windows auto-update issue affecting over 4 million users, now integrated into Cricut's application and FAQ page.

PROJECTS

Lead Engineer | *Natural Disaster: A Butterfly's Guide to Mass Destruction* on Steam

Sep. 2022 – May 2023

- Conceptualized, prototyped, and refined over 10 innovative game systems and features, blending design ideas and original concepts for a feature-rich gameplay experience.
- Managed a team of 7 engineers, overseeing task and bug lists, daily operations, and representing the engineering department in meetings.
- Designed a robust Machinima pipeline, selected and managed a strike team, and acted as both lead animator and feature owner.
- Collaborated with design, art, and sound leads to ensure seamless integration of various game components and 100+ assets.
- Successfully published Natural Disaster on Steam under Burning Real Studios, managing Steamworks integration with Unreal Engine 5 and serving as the primary playtester for stability and functionality.

SKILLS

Programming Languages and Software Tools: Kotlin, C++, Python, Git, Perforce, Visual Studios, Android Studios, Azure DevOps

Skills: Quality Assurance, UI/UX Development, Agile Development, Root Cause Analysis, Project Planning

Soft Skills: Cross-Functional Collaboration, Agile Methodologies, Time Blocking, Technical Writing