Dessa Shapiro

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OBJECTIVE

Seeking a role in product design or interactive development where I can apply my skills in UI/UX design, full-stack development, and prototyping to create user-centered digital experiences.

EDUCATION AND AWARDS

Rochester Institute of Technology   **Rochester, NY**
Golisano College of Computing and Information Sciences   *Expected May 2026*
Bachelor of Science, Major: New Media Interactive Development, Minor: Mobile Development
- GPA: 3.8
- Awarded Dean's List (5 Semesters)
- Recipient of the RIT Presidential Scholar Scholarship (merit-based)

Relevant Coursework: Web Tech, Mobile Design and Development, Interactive Design, Physical Computing and Interface, Software Development and Problem-solving, Web and Mobile, New Media Design, Asset Production, Client Programming, UI/UX research and design, Technical Communications, Research Design Studio

SKILLS

Frameworks & Engines: SwiftUI, Unreal Engine, Unity, FlutterFlow, Flutter, React, Node.js
Languages: JavaScript, HTML5/CSS3, Swift, C#, Python, PHP, Java, JSON, SQL/MySQL
Tools & Software: Xcode, Git, Figma, Adobe CC, Arduino, Blender, Aseprite, Heroku, VS Code, TouchDesigner

EXPERIENCE

Mobile Application R&D Intern   **Madrid, Spain**
OGBubble   *June 2025 – September 2025*
- Researched and prototyped a mobile application using brand research and Figma for UI/UX design
- Developed and maintained web and mobile app features with Flutter, Google Firestore, and RESTful APIs
- Collaborated with senior designers to implement user-focused features and resolve technical issues
- Improved cross-platform performance and accessibility to enhance the user experience

Recreation Aide   **Corte Madera, CA**
Corte Madera Children's Center   *January 2022 - August 2023*
- Supervised and supported children in completing homework, engaging in activities, and practicing social skills
- Assisted in organizing educational games and crafts to promote learning and creativity
- Collaborated with staff and parents to ensure a safe and nurturing environment for all participants

PROJECTS

KANDI (Capstone Game)   *August 2025– Present*
- Collaborated in a team of 11 to develop an alternate controller game in Unreal from concept to a polished build.
- Oversaw project management, programmed core game mechanics, and engineered the custom physical controller.
- Developed the C++ and backend in Unreal Engine to interpret serial data from the controller and trigger in-game events.
- Prepared and submitted the game for consideration at the Ctrl Alt GDC showcase, focusing on game feel and presentation.

Pathfinder (Full-Stack Career & Major Exploration App)   *August 2025 – January 2026*
- Developed a solo full-stack iOS application using Swift to help students explore college majors and career trajectories.
- Integrated RESTful APIs and MapKit to provide real-time industry data and visualize geographic information.
- Designed a personalized recommendation engine that suggests career paths based on individual user assessment.
- Built a user progress system to track assessment results, career goals, and personalized learning outcomes.

LEADERSHIP ACTIVITIES

Latin Rhythm Dance Club, *Co-President*   *August 2023 - Present*
- Led a team of 9 officers in managing club operations, growing membership through strategic outreach and events.
- Spearheaded the club's marketing strategy, increasing social media engagement by 30% and organizing new workshops and collaborations.