

Abigail E. Lawson

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An undergraduate Computer Science Engineering major, eager to have more hands-on experience with full stack software development, data analysis, as well as technical project management.

EDUCATION

Bachelor of Science in Computer Science Engineering | University of Florida

May 2025

Minor in Art | University of Florida

Herbert Wertheim College of Engineering Dean's List

Spring 2024

Relevant Coursework: Programming I/II, Data Structures & Algorithms, Computer Organization, Engineering Innovation, Software Engineering, Operating Systems, Databases, Digital Arts & Sciences, Computer Aided Modeling Programming Language Concepts, Algorithm Abstraction & Design, Cyber-Physical Systems Security

WORK EXPERIENCE

Publix | Software Engineering Intern

May 2024 – July 2024

- Used previous knowledge of C# and SQL to work on numerous different PBI's and bug fixes alongside a software engineering team to maintain the preexisting codebase and increase processor efficiency
- Utilized Azure DevOps & SCRUM-like agile development to manage various repositories, deployment pipelines, and work items
- Created and presented a slideshow of contributions and internship experience to a crowd of executives and other higher ups at the end of the 3-month period

Starbucks | Barista

November 2021 – September 2023

- Worked many different roles alongside other baristas; supported and was given support by coworkers when needed
- Socialized with customers on a person-to-person basis, in turn creating personal customer connections that contributed to the friendly store atmosphere
- Kept up in a fast-paced environment, sequenced preparation of various drinks at a time, allowing for efficiency, all while keeping track of coworkers/customers

Pet Supermarket | Sales Associate

November 2020 – January 2021

- Worked alongside others to provide quality customer service as well as pet-care for the animals at the store
- Helped to create a knowledgeable environment on pet-care and pet-needs, and assisted in customer's inquiries about specific items or animals

PROJECTS

HobbyGator Forum Website | JavaScript

Spring 2024

- Learned JavaScript in order to assist a team of other programmers in the creation of a hobby-based forum website that allowed for forum searching, forum creation, post creation, and navigation
- Utilized a Python API built by another team member to allow for easy posting and forum creation without previous Python experience

Quirky Password Checker | C++

Fall 2023

- Worked on a team of two fellow students to design and engineer a program utilizing data structures and the Jaro Similarity algorithm to compare a user's password to a dataset of 100,000 most used passwords
- Implemented a max heap structure to store the results of the Jaro Similarity algorithm and extracted the top 10 similar passwords alongside the user's "quirk score", derived by the top similar passwords' placements in the original dataset

2D Terrain Generator | Java

Fall 2023

- Created a 2-Dimensional terrain generator with Java, implementing a visual GUI, and utilizing the Java Image and Event classes
- Included possibilities for user input in deciding the terrain generation and viewing, and applied automatic updating to allow seamless switching between either height-based or satellite view
- Utilized a gaussian blur kernel and edge extension to divide, smooth and re-render already generated terrain based upon user input

SKILLS

Technical: C, C#, C++, Java, JavaScript, React, SQL, Azure DevOps, HTML, CSS, Git, GitHub, Blender, Microsoft Office (Word, Excel, PowerPoint, Teams), Project & Team Management, Problem Solving, Communication, Presenting

Creative: Digital Illustration, Traditional Art, 3D Art