

Mae Pigeon

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EXPERIENCE

Software Engineer

January 2023 – September 2024

CACI International

King George, VA

- Developed new features, improvements, and bug fixes for a 3D geospatial desktop application used by the Navy.
- Java and C development stack using JNI and WorldWind Maps. Utilized GitLab CI/CD pipeline with Sonarqube for code analysis and JUnit for unit testing.
- Implemented 2-3 changes per 3-week sprint, totaling over 50 improvements merged into production.
- Discussed any changes, bugs, and improvements with the team, managers, customers, and software users. Delivered updates every 3 weeks and major versions every 3 months.

Application Developer Intern

June 2022 – August 2022

CACI International

King George, VA

- Implemented several features that were added to a medium sized desktop application.
- Set up GitLab version control for a project that previously only had backups, and other office tasks.

Undergraduate Teacher's Assistant

August 2022 – December 2022

Virginia Tech

Blacksburg, VA

- Graded exams and projects for a Comparative Languages course.
- Held office hours to assist students with their class assignments and conceptual questions.

EDUCATION

Virginia Tech

Blacksburg, VA

Bachelor of Science in Computer Science

August 2020 – December 2022

- GPA: 3.6
- Relevant Courses: Computer Graphics, Intro to Web Development, HCI, Creative Computing Capstone, DSA

PROJECTS

My personal website | *HTML, CSS, JavaScript, Node.js, WebSockets, NodeMailer, SSL, Apache, Linux, UX*

- Designed and built a personal portfolio website.
- Built with JavaScript, HTML, and CSS, along with some Node.js backend components.
- Built a contact form that uses Node.js and NodeMailer.

Doodllab | *HTML, CSS, JavaScript, jQuery, Node.js, WebSockets, HTML5 canvas manipulation, Apache, Linux*

- Built a multiplayer party drawing game, in a small team, as part of my Senior Capstone Project.
- Players take turns adding a drawing based on a random prompt to a shared canvas. Meanwhile, the players who are not drawing write a caption based on the live drawing. When the artist is done, they select a caption to be added to the overall story. The resulting artwork and story are guaranteed to be hilarious.
- Created a canvas with drawing, erasing, layers, and undo/redo history features.
- Sent JSON data via WebSockets to/from a Node.js backend to synchronize the drawing canvas and game state between players in real-time.

Game development hobby | *Godot game engine, GDScript, State machines, Fragment shaders, UX*

- Created a 2D platformer video game using the Godot Game Engine on my own, including all game logic and art assets. Includes 3 distinct levels, 3 boss battles, and many fun game mechanics.
- Participated in multiple game jams (48 hour group-based game development events).
- Game demos available to play online at maepigeon.itch.io

TECHNICAL SKILLS

Languages: JavaScript, HTML, CSS, Java, C, GDScript

Frameworks: React, Node.js, JUnit

Developer Tools: Git, Linux/Unix, Shell Scripting, CI/CD Pipeline, Apache Server Configuration

Libraries: WebSockets, NodeMailer, jQuery, JavaFX, WorldWind Maps, JNI