

Betsy Tuggle

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EDUCATION

Georgia Institute of Technology, College of Computing Atlanta, GA
Bachelor of Science in Computational Media, GPA: 3.78 05/2025

- Concentrations: Media, Interaction Design
- Coursework: Data Structures & Algorithms, Discrete Math, Linear Algebra, Multivariable Calculus, Computer Graphics

TECHNICAL SKILLS

Programming: Java, C, C++, Python, HTML, CSS, Javascript
Software: Adobe Animate, After Effects, Premiere Pro, Autodesk Maya, Blender, Unity, Figma, OpenGL
Concepts: Object-Oriented Programming, Software Design Patterns, Computer Animation

EXPERIENCE

Childhood Cancer Society Remote
Animator 01/2023 to 08/2023

- Collaborated with ~30 other artists and animators to complete projects on tight deadlines
- Individually, designed 2 new characters to be used in promotional material
- Individually, storyboarded and created 7 animations to promote fundraising on their Instagram

PROJECTS

Personal Carrollton, GA
Website from Scratch 05/2024 to present

- Reinforcing my knowledge in HTML, CSS, and Javascript
- Devising mockups in Figma for the website page layouts
- Implementing classes and ID's to develop multiple templates for website design

Georgia Institute of Technology Atlanta, GA

Interactive Keychains for Esports Events / Vertically Integrated Project (V.I.P.) 08/2023 to 05/2024

- Developed in Unity to create a bridge between physical keychains and virtual entities
- Programmed endpoints for testing in order to detect edge-cases and prioritize simple user interaction
- Ran a MongoDB server to analyze player data and connect it to the keychain user

Dungeon Crawler / CS 2340 Objects and Design 08/2023 to 12/2023

- Led a 6-person team in a semester-long project while setting clear milestones
- Applied Agile, iterative design method to manage workload and flow
- Designed code solutions utilizing software design patterns and team strengths

Video Game, "Chasing Daybreak" / CS 2261 Media Device Architecture 04/2022 to 05/2022

- Coded a video game from scratch in 1 month
- Programmed with a GameBoy Advance (GBA) emulator in the programming language C
- Applied bitwise operations, memory mapping, and low-level hardware programming

LEADERSHIP

Georgia Institute of Technology Atlanta, GA

President of Georgia Tech Animation Club 08/2023 to present

- Lead organization by driving membership, organizing meetings, and building leadership structure
- Instruct weekly 1-hour tutorials and workshops of animation practices to ~10 members

Facility Management Director at Kappa Alpha Theta Sorority 11/2022 to 11/2023

- Acted as a liaison between Facility Manager, house staff, and ~176 members
- Managed the contract process for ~88 facility residents over 2 school years
- Handled facility issues including interpersonal conflicts, broken appliances, and yearly safety drills