

Chrystel Geno

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EXPERIENCE

Software Development Engineer Intern

May 2025 – August 2025

Amazon

Tempe, AZ

- Designed and implemented an end-to-end feature impacting **700,000+ Amazon sellers**, enabling custom product text alignment and rotation configuration in **Seller Central** and surfacing updates to customers on **Amazon.com**.
- Developed accessible, modular **front-end UI components** using **React**, **TypeScript**, **JavaScript**, and **SCSS**, incorporating usability testing, stakeholder feedback, and production code review standards.
- Internationalized the feature across **9 countries** and supported controlled rollout through a **feature flag**, aligning with Amazon's multi-market product customization goals.
- Built **unit and integration tests** using **Jest** and **React Testing Library**, achieving **100% coverage for owned components** and improving regression reliability across modules.

EDUCATION

University of Central Florida

Orlando, FL

Bachelor of Science in Computer Science, GPA: 3.55

August 2026

- **Grace Hopper Celebration (GHC) Scholar**
- **Knight Hacks Design Team Member**
- Member of **Girls Who Code (GWC)** and **Association for Computing Machinery (ACM)**.

PROJECTS

Ruff-Ruff Rover | Python, ROS 2, OpenCV, Raspberry Pi, ReSpeaker Mic Array

May 2026

- Collaborated on a **voice-responsive human-following rover** designed to detect a whistle, estimate sound direction, identify a target area, and support autonomous movement toward a user.
- Developed **Python/ROS 2** modules for whistle detection, direction-of-arrival publishing, and sound-based turn control using a **ReSpeaker USB Mic Array**.
- Documented architecture across **audio localization**, **camera/person detection**, **path planning**, and **motor control** for demo delivery and IEEE-style reporting.

Delivery After Dark | Unreal Engine 5, Unreal Blueprints, UI, Game Systems

May 2026

- Served as **project manager** and UI/gameplay contributor for a team-built **Unreal Engine 5** stealth delivery game featuring drone avoidance, delivery objectives, and a rising heat system.
- Built **Blueprint** systems for objective tracking, inventory HUD updates, delivery confirmations, package counts, and level-specific tutorial UI behavior.
- Debugged **Blueprint runtime errors**, UI state mismatches, and Windows packaging issues while coordinating contributions across AI behavior, level design, assets, and sound.

Toki – Space-Themed Agenda | React, Node.js/Express, MongoDB, OpenAPI, Postman

October 2025

- Designed and built a full-stack agenda app using the **MERN stack**, with responsive layouts, accessible UI components, hamburger navigation, and task/event management flows.
- Implemented reusable **React** components with routing, form handling, and state management; designed **MongoDB** data models and **Express REST** endpoints with validation and **JWT authentication**.
- Integrated third-party weather and NASA services via **REST APIs**, normalized responses to the app's schema, added loading/error states, and documented API flows with **OpenAPI**.

Deep Blue – Contact Manager | PHP, MySQL, Apache, HTML/CSS, JavaScript

October 2025

- Collaborated on a **5-person team** to design and implement a full-stack contact management system using the **LAMP stack**.
- Built responsive front-end interfaces with **HTML**, **CSS**, and **JavaScript** for user registration, authentication, and contact search workflows.
- Integrated front-end views with **RESTful APIs** for login and contact management, ensuring secure data flow between client and server.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, TypeScript, PHP, C, C++, HTML, CSS/SCSS, SQL, MySQL

Frameworks & Libraries: React.js, Next.js, Node.js, Express.js, Tailwind CSS, Jest, React Testing Library, Vite, MongoDB, NumPy, PyTorch, Matplotlib

Developer Tools: Git/GitHub, Docker, Postman, OpenAPI, AWS, ROS 2, Unreal Engine 5, Unreal Blueprints, Figma, Jira