Ana Briceno

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EDUCATION

Georgia Institute of Technology, Atlanta, Georgia — May 2027
Bachelor of Science in Computer Science

TECHNICAL SKILLS

Languages: *Java, Python, JavaScript, C, OpenGL, HTML/CSS, D3.js*
Frameworks: *Django, Unity*
Data and Design: *Power BI, Tableau, Figma, Framer*
Developer Tools: *Git, GitHub, Docker*

EXPERIENCE

Technical Product Data Management (PDM) Intern → **Part-time Co-Op | *Otis Elevator*** — May 2026 – Present

- Leading a process-improvement initiative for door installation workflows, identifying bottlenecks and positioning the field team to reduce Additional Materials and Time requests.
- Built a Power BI contract-status dashboard using ERP data from JDE, providing real-time visibility into individual warehouse, provider, and factory product statuses.
- Prototyped a user interface replacement for a legacy Microsoft Access change-request form, introducing role-based access, real-time status tracking, audit trails, and task management.
- Designed an AI-assisted Monday.com dashboard for engineering change notices, standardizing task ownership and automating handoffs across the PDM team.

Manufacturing Technology Engineering Intern* | *Otis Elevator — May 2025 – Aug 2025

- Developed a PLC communication tool for the TruBend robotic system, streamlining manufacturing workflows and expanding executable program capacity by 66%.
- Restored CNC plate-punching software to production, eliminating downtime and initiating a $36K cost-saving project.
- Built automated Power BI KPI dashboards from JDE data, helping reduce weekly warehouse data delivery time.
- Configured JDE workflows for a warehouse-transformation initiative and collaborated with cross-functional materials and manufacturing teams.
- Supported New Product implementations (NPI) and Engineering Changes (CN's) on a new line fixture prototype

Sales Associate* | *Spirit Halloween — Aug 2022 – Nov 2022

- Developed skills in customer service, point-of-sale transactions, and retail operations

RELEVANT PROJECTS

Senior Capstone Partner Project with WunderGrubs — In Progress

- Designing a mobile-first platform connecting regenerative farms with community members through verified sustainability certifications, volunteer opportunities, and digital rewards.
- Developing accessible workflows for farmer, community-member, and administrator accounts.

Centralized Job Search App Prototype — Spring 2026

- Led user research and usability testing alongside four computing students to identify challenges in internship and full-time job searches.
- Designed and iterated a Figma prototype featuring interview preparation, time-blocking tools, project portfolios, practice problems, and a personalized dashboard.
- Coordinated stakeholder interviews, mentor reviews, and team deliverables throughout the product-design process.

Game Boy Advance Emulator Video Game — Spring 2025

- Developed a three-level Game Boy Advance game in C within memory- and processor-constrained hardware environments.
- Implemented enemy AI, gameplay systems, tilemaps, sprites, and original visual assets; iterated mechanics through playtesting and mentor feedback.

Interactive Music Analytics Tool — Fall 2024

- Developed full-stack features for a personalized music-analytics application using the Spotify Web API and Django.
- Created Figma prototypes and collaborated through Agile development practices to plan, build, and refine user-facing features.

COMMUNITY ENGAGEMENT AND LEADERSHIP EXPERIENCE

Peer Instructor at the Hive Makerspace, *Georgia Tech* — Aug 2026 – Present

- Train and assist with end-user projects utilizing 3D printers, machine shop tools, laser-cutters, soldering, etc.

Student Center Programs Council Committee Member, *Georgia Tech* — Aug 2025 – Present

- Plan, manage, and coordinate campus activities alongside committee, assisting with logistics, marketing, and budgeting.

ADDITIONAL SKILLS/INTERESTS

Languages: Native Spanish Proficiency | **Fabrication:** 3D printing, laser cutting, soldering, machine-shop tools, circuit prototyping