

Mae Pigeon

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EDUCATION

Bachelor's of Science in Computer Science

August 2020 – December 2022

Virginia Tech

Blacksburg, VA

- GPA: 3.6

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.
- Coded in Java and C, using JNI and WorldWind Maps.
- Used JIRA, GitLab CI/CD pipeline, Sonarqube code analysis, and JUnit unit testing.
- Implemented 2-3 improvements per 3-week sprint, totaling over 50 improvements merged into production.
- Discussed bugs and improvement requests with the team, managers, and customers.
- Continued development independently under lesser supervision while the lead developer was on leave for 3 months.
- Delivered sprints and quarterly major updates and conducted testing on the Dahlgren Navy Base.

Application Developer Intern

June 2022 – August 2022

CACI International

King George, VA

- Implemented several features that were added to a medium sized desktop application.

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 course assignments and answer questions.

PROJECTS

www.maepigeon.com | *HTML, CSS, JavaScript, Node.js, WebSockets, NodeMailer, SSL, Apache, Linux*

- Designed and built a personal website.
- Built with JavaScript, HTML, and CSS, along with some Node.js backend components.
- Created an email contact form with Node.js and NodeMailer.

Doodllab | *HTML, CSS, JavaScript, jQuery, Node.js, WebSockets, Apache*

- Built a multiplayer party drawing game, as part of a small team, for my Senior Capstone Project.
- Created an online drawing canvas with drawing, erasing, layers, and undo/redo history features.
- Transferred JSON data packets via Node.js and websockets to sync the drawing canvas and game state between players.
- Game Description: 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.

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

- Created a 2D platformer video game using the Godot Game Engine, including all game logic and assets.
- The game features 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

Spring Boot and React Web App | *React, CSS, Java Spring Boot, Lexical, PostgreSQL, HTTP, JSON*

- (In active development) - Developing a full-stack web-based blog authoring app supporting a Restful API using a PostgreSQL database, Java Spring Boot backend, a React front-end, and Lexical-based editor.
- Users can create, edit, view, and delete simple text posts.

TECHNICAL SKILLS

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

Frameworks: React, Java Spring Boot, Node.js, JUnit

Developer Tools: SQL, JIRA, Git, Shell Scripting, CI/CD Pipelines, Apache

Software Libraries: Lexical, NodeMailer, jQuery, JavaFX, WorldWind Maps, JNI