Brynn Gelerman

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Objective

Combine creative and analytical problem-solving skills with technical background to create immersive environments and delightful interactive experiences for a themed entertainment company.

Education

Carnegie Mellon, Entertainment Technology Center
Master of Entertainment Technology, Themed Entertainment Concentration   May 2018

Washington University in St. Louis
Bachelor of Science with a Major in Computer Science   December 2013
Magna Cum Laude, Cumulative GPA: 3.78   Engineering School Rank: 55/350

Relevant Coursework

Fanfare Project, Carnegie Mellon University   Spring 2017
- Working on six-person team to increase fan engagement at live sporting events, for client Verizon
- As Experience Designer on project, contributing to ideation, paper prototype-development, and playtesting
- Tracking project progress through weekly blog posts

Building Virtual Worlds, Carnegie Mellon University   Fall 2016
- Worked in teams of five, in one-to-two-week sprints, to create prototype digital experiences using Unity as well as various desktop and Virtual Reality (VR) platforms
- Programmer and Producer for "Don't Look Away," an experience selected as one of the 13 projects (from a pool of almost 80) featured in the 2016 ETC Fall Festival

Work Experience

Plante Moran, Southfield, MI *Information Technology Consultant*   April 2014-June 2016
- Assisted local Government entities by:
    - Gathering information on the client's current processes, in order to identify areas for potential improvement and create unique software specifications to aid in the purchase of an Enterprise Resource Planning (ERP) system
    - Compiling client needs into formal solicitation documents
    - Analyzing ERP vendor proposals to find key differentiators
    - Critically analyzing proposed implementation workflows to ensure that the project is completed efficiently
    - Tracking tasks to be completed by project members, including repeated follow-ups on outstanding tasks and detailed notes as to task progression
    - Liaising with vendors on the client's behalf

Microsoft, Redmond, WA *Program Manager (PM) Intern on Xbox/TV Integration Team*   Summer 2013
- Managed addition of new TV-related feature to SmartGlass app by:
    - Collaborating with management and peers to create and hone new feature idea
    - Drafting detailed Program Management spec outlining feature functionality and scope
    - Working with design team to iron out look of feature
    - Partnering with developer to implement feature
- Researched opportunities for use of data collected through the Xbox One Live TV app
- Presented slide deck of accumulated information to manager and peers
- Researched legal requirements for TV Guide providers in international markets
- Compiled list of requirements and entered them into Team Foundation Server for easy tracking

Microsoft, Redmond, WA *Explorer Intern on Windows MultiPoint Server Team*   Summer 2012
- Evaluated end user needs, identified opportunities for improvement
- Developed specifications, user interface layouts, task workflows, and test plans to design and implement solutions to identified needs
- Coded automated test case to validate that feature worked in certain case
- Presented product at company-wide demonstrations and meetings

Honoraries and Memberships

TEA NextGen

Tau Beta Pi, Engineering Honorary

Upsilon Pi Epsilon, Computer Science Honorary