

Avanie Baptiste

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EDUCATION

University of Georgia

Athens, GA

Bachelor of Science, Computer Science

May 2026

Public Health Minor, New Media Institute Certificate

GPA: 3.83/4.00

Honors: Dean's List (4x), Zell Miller Scholarship (Full Tuition)

Relevant Coursework: Algorithms, Computer Networks, Data Structures, Human Computer Interaction, Native App Development, Software Engineering, Web Programming

SKILLS

- CSS, Dart, Flutter, Figma, Git, HTML, Java, JavaScript, MongoDB, React, SwiftUI, Tailwind, TypeScript

PROFESSIONAL EXPERIENCE

Extern x Beats by Dre

Remote

Qualitative & Quantitative Insights Extern

August 2025 – November 2025

- Developed consumer insights, an Ideal Consumer List, and a Customer Journey Map using the AIDA framework to identify key marketing touchpoints and target segments
- Performed data cleanup, quantitative analysis, and qualitative sentiment evaluation using spreadsheets and visual charts to identify trends in consumer audio preferences
- Conducted EDA and sentiment analysis on 1,000 scraped Amazon reviews across 5 wireless-speaker products, creating visual dashboards, and Gemini sentiment summaries to uncover brand differences and consumer preference patterns.

Cooper Lighting Solutions, Signify

Atlanta, GA

Mobile Software Engineer Intern

June 2025 – August 2025

- Collaborated with engineering teams in the U.S. and Pune, India to migrate a mobile app from Angular to Flutter, improving scalability, performance, and accelerating project release timelines
- Designed and implemented landscape-responsive UI layouts in Flutter aligned with Figma prototypes, enhancing usability and accessibility across devices
- Delivered 10+ production-ready pull requests across 10+ code pages within Agile/Scrum sprints, resolving bugs, refining features, and presenting updates to engineering leads

PROJECTS

eCinema Booking Website, Course Project

April 2025

- Collaborated in a sprint-based team to build a full-stack booking platform using React with real-time seat reservations, secure authentication, and promotion code validation
- Implemented the checkout flow, multi-card payment system, automated email confirmations using Nodemailer, and front end registration functionality

Feebee's Kitchen, Course Project

April 2025

- Developed an interactive iPad cooking game in SwiftUI featuring gesture-based recipe steps, animated feedback, and audio cues to enhance user engagement
- Designed hand-drawn assets in Procreate and implemented NavigationStack, DragGesture detection, and AVAudioPlayer for a cohesive gameplay experience

INVOLVEMENT EXPERIENCE

NMIXpert, New Media Institute - Peer Coding Mentor

August 2025 - December 2025

- Selected as 1 of 10 NMIXperts to mentor peers in coding, debugging, and iOS app design
- Led weekly sessions supporting SwiftUI projects and improving interface functionality

Discover Abroad Hawaii, Study Abroad Participant

March 2025

- Selected as 1 of 30 for a competitive sustainability-focused study abroad program
- Applied *People, Planet, Profit* concepts to field studies on sustainable tourism, conservation, and preservation

UGA Hacks X Hackathon, Participant

February 2025

- Developed "GrowBeets," a full-stack web app using React, TypeScript, and Spotify/OpenAI APIs to link sound frequencies with plant growth
- Built both frontend and backend features in a 2-person team over 48 hours, integrating real-time API calls

Caribbean Student Association, Graphic Designer and Social Media Manager

May 2023 – August 2024

- Designed 20+ digital graphics for posts and flyers, incorporating feedback to maintain consistent and adaptable visuals
- Managed social media to boost engagement and expand the organization's online presence

Google Computer Science Summer Institute, Student

July 2022 – August 2022

- Completed daily workshops led by Google engineers while collaborating on pair-programming projects
- Designed and presented "Haunted Manor," a scavenger hunt-style horror game using JavaScript, HTML, and Bulma CSS