Gabriela Mayorga Trujillo

gabmayotru@gmail.com | (765) 532-6606 | U.S Citizen | linkedin.com/in/gabriela-mayorga-trujillo | Github: GabyMayo

Education

Purdue University | West Lafayette, IN *Expected Graduation: May 2029*
Bachelor of Science in Computer Science

Honors/Award: iOS Design Challenge (Winner) • 4X4 National Competition (3rd) • Global Innovation Challenge (3rd) • Swift Accelerator Program (Apple Developer Certification)

Leadership & Technical Experience

IT Chair & Webmaster: Purdue University Rocket Propulsion Laboratory (PURPL)
- Lead PURPL's IT infrastructure and technical operations, supporting organization-wide systems, engineering software, and development tools
- Administer GitHub, Box, software access, and technical permissions across multidisciplinary propulsion project teams
- Develop and maintain PURPL's production website, implementing frontend features and translating engineering work into structured technical content
- Coordinate technical infrastructure and development workflows across project teams, troubleshooting access, deployment, and software-related needs

Development Lead: Autonomous Robotics Club of Purdue (ARC)
- Lead and coordinate software development across ARC projects, ensuring alignment between technical implementation and team objectives
- Collaborate with robotics and hardware teams to define software requirements and integrate systems across multidisciplinary projects
- Mentor developers through code reviews and technical guidance, improving code quality and consistency across team contributions
- Designed and developed the ARC organization website from the ground up, improving usability, information structure, and scalability; continue leading ongoing improvements to enhance performance and user experience across the platform

Founder & Engineering Lead: WISGENEERS
- Founded and led a student engineering organization focused on sustainable robotics and hands-on technical learning
- Designed and built Arduino-based remote vehicles while teaching programming, electronics, and system integration concepts to student teams
- Organized workshops, coordinated project timelines, and led teams through full engineering design cycles from prototyping to testing
- Mentored students in competition preparation and led technical presentations explaining design decisions and engineering outcomes

Software Development Intern: Sandooq Al Watan
- Selected for a competitive national iOS development program, gaining exposure to industry-level mobile development workflows and practices
- Completed 200+ hours of Swift development, building functional iOS application prototypes, and strengthening understanding of application architecture
- Applied UI/UX design principles to improve usability, iterating on interface design based on testing and user interaction feedback
- Collaborated with peers and mentors in structured development cycles to deliver features, meet deadlines, and present technical progress

Quantum Computing Student: The Coding School
- Studied quantum computing fundamentals, including qubit systems, quantum algorithms, and applications in computational problems
- Applied computational concepts to simulated environments, exploring real-world use cases and limitations of quantum technologies
- Collaborated on problem-solving tasks involving advanced computational methods and theoretical system modeling

Cybersecurity Program: UIUC
- Completed hands-on cybersecurity training focused on system vulnerabilities, network security principles, and identifying potential risks across computing environments
- Participated in technical exercises analyzing security risks and system behavior, applying structured approaches to evaluate system weaknesses
- Strengthened problem-solving and analytical skills in security-focused environments through investigation of system-level issues and scenarios

Software Development & Product Experience

Shape Robotics Internship: Robotics Software Testing Intern *Sep 2023 – Dec 2024*
- Tested and evaluated robotics systems, identifying software, hardware, and usability issues across real-world classroom deployments
- Documented technical issues through structured reports, analyzing root causes and proposing system-level improvements for engineering review
- Collaborated with product and education teams to improve usability while balancing technical feasibility and user experience
- Gained exposure to robotics product development, understanding how engineering, UX, and business constraints interact in real systems

Skriware Internship: Robotics & Product Testing Intern *Sep 2023 – Dec 2024*
- Tested robotics hardware and software systems, identifying issues in UX, connectivity, and system performance across integrated platforms
- Created structured reports and presentations outlining system failures, user friction points, and proposed technical improvements
- Analyzed product design decisions to understand trade-offs between performance, cost efficiency, and usability
- Contributed to iterative product refinement by validating updates and evaluating system behavior in real-world use cases

Skills

Languages: Python, Swift, Java, C, R, HTML, CSS | **Framework /Packages:** Firebase, SwiftUI, UIKit, MySQL, Qiskit | **Dev Tools:** GitHub, VS Code, Xcode, Jupyter Notebook, Figma | **Additional**: Data Analysis, UI/UX Design, System Architecture, Robotics Systems, Team Leadership