

Dessa Shapiro

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OBJECTIVE

Seeking a role in product or design leadership that utilizes my experience bridging creative vision and technical execution, with proven skills in team management, full-stack development, research, and custom prototyping.

EDUCATION AND AWARDS

Rochester Institute of Technology

Golisano College of Computing and Information Sciences
2026

Rochester, NY

Expected May

Bachelor of Science, Major: New Media Interactive Development, Minor: Mobile Development

- GPA: 3.8
- Awarded Dean's List (4 Semesters)
- Recipient of the RIT Presidential Scholar Scholarship (merit-based)

Relevant Coursework: Web Tech, Mobile Design and Development, Interactive Design, Physical Computing and Interface, Software Development and Problem-solving, Web and Mobile, New Media Design, Asset Production, Client Programming, UI/UX research and design, Technical Communications

SKILLS

Frameworks & Engines: SwiftUI, Unreal Engine, Unity, FlutterFlow

Languages: JavaScript, HTML/CSS, Swift, C#, Python, PHP, Java, SQL

Tools & Software: Xcode, Git, Figma, Adobe Suite, Arduino, Blender, Aseprite

EXPERIENCE

Mobile Application R&D Intern

Madrid, Spain

OGBubble

June 2025 – August 2025

- Researched and prototyped a mobile application using brand research and Figma for UI/UX design.
- Developed and maintained web and mobile app features with Flutter, Google Firestore, and RESTful APIs.
- Collaborated with senior designers to implement user-focused features and resolve technical issues.
- Improved cross-platform performance and accessibility to enhance the user experience.

Recreation Aide

Corte Madera, CA

Corte Marera Children's Center

January 2022 - August 2023

- Supervised and supported children in completing homework, engaging in activities, and practicing social skills
- Assisted in organizing educational games and crafts to promote learning and creativity
- Collaborated with staff and parents to ensure a safe and nurturing environment for all participants

PROJECTS

KANDI (Capstone Game)

August 2025– Present

- Collaborated in a team of 11 to develop an alternate controller game in Unreal from concept to a polished build.
- Oversaw project management, programmed core game mechanics, and engineered the custom physical controller.
- Developed the C++ and backend in Unreal Engine to interpret serial data from the controller and trigger in-game events.
- Prepared and submitted the game for consideration at the Ctrl Alt GDC showcase, focusing on game feel and presentation.

UNIX Learning Hub (Collaborative Website Project)

Jan 2024– May 2024

- Led a team of 4 in building an interactive platform with a user-friendly interface and real-time quiz functionality.
- Developed a collaborative website for learning UNIX concepts using HTML, PHP, CSS, JavaScript, and MySQL
- Designed dynamic content pages using PHP and MySQL, ensuring personalized user progress tracking
- Created responsive front-end layouts with CSS and JavaScript for cross-device compatibility

LEADERSHIP ACTIVITIES

Latin Rhythm Dance Club, Co-President

August 2024 - Present

- Led a team of 9 officers in managing club operations, growing membership through strategic outreach and events.

- Spearheaded the club's marketing strategy, increasing social media engagement by 20% and organizing new workshops and collaborations.