



OLIVIA BARRELL



SOFTWARE ENGINEER

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OPERATING SYSTEMS

Windows Linux

SOFTWARE

Visual Studio

GIT

Perforce

Trello

Slack/Slite

Jira/Confluence

Adobe Suites

M365

Zendesk

SKILLS

Multidisciplinary Communication

Project Management

Documentation

UMG

Google Workspace

Version / Source Control

Troubleshooting

Agile Workflows

Security

AI Deployment

Data-Informed Decision-Making

System Maintenance

Ticketing Systems

Object Oriented Programming

LANGUAGES

fluent familiar

C MySQL

C++ R

Python

JavaScript

HTML

C#

Node.js

EDUCATION

BS - Computer Science **DigiPen Institute of Technology** 2015 - 2020

PROFESSIONAL EXPERIENCE

Technical UI Designer **Epic Games** / 2021-2026

- Owned and maintained core technical UI features such as the Music Library and Leaderboards for Fortnite Festival
- Shipped Patchwork in creative and implemented an entirely 3D UI system using a mix of UMG and gameplay scripting
- Created and updated living documentation for every task and system developed
- Facilitated communication across multiple disciplines to drive effective collaboration
- Devised creative solutions to complex problems weighing things like productivity, performance and end user experience
- Tracked and analyzed technical debt across multiple teams and projects, enabling informed prioritization and improving long-term system maintainability
- Managed seasonal content updates and maintained asset integrity across live game releases
- Led system implementation for design and delivered critical front-end functionality
- Engineered and sustained scalable data and frontend systems

Technical UI Designer **Midwinter Entertainment** / 2021

- Acted as a bridge for programmers, designers and artists to make sure the systems came together as desired and met expectations
- Implemented and maintained UI systems and the functionality behind them to best suit the project and players
- Worked in various languages to create systems that were focused on functionality and performance

Tech Agent

Keywords Studios / 2020

·Troubleshoot various technical issues through ZenDesk (ticketing system)

·Created and utilized tools for increased productivity in communications

Event IT Intern

Epic Games / 2019

·Responsible for tracking and documenting bugs found through tickets

·Maintained hardware and software for 250+ high-end computers for large scale events in time sensitive settings, including tasks like imaging, setup and parts replacement

IT Helpdesk Worker

DigiPen Institute of Technology / 2017 - 2019

·Built computers for varying tasks, ranging in use and performance

·Coordinated workspaces for events, including the networking, hardware and software for each machine

·Opening, working, and creating information through tickets

·Licensing management