

Desiree Bragg

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Education

Oregon State University | Honors Bachelor of Science in Computer Science | 2025 – Present | Senior Standing | GPA: 3.94

- Admitted to the Accelerated Master's Platform (AMP), Fall 2026
- Activities and Organizations: Officer, Game Development Club

California Virtual Academy L.A. | HS Diploma – AME: Game Design and Integration | 2021 – 2025 | GPA: 4.5

- Concurrent Enrollment, 2023-2025

Technical Skills

- Languages: JavaScript, TypeScript, Python, C, C++, C#, GDScript, Lua
- Frameworks & Engines: Flask, Unity, Godot, Unreal Engine
- Development Concepts: Object-oriented programming, data structures, file I/O, dynamic memory management, HTTP routing, user-centered design.
- Tools: Git, GitHub, Blender, Figma, Adobe Creative Cloud

Experience

Engineering Intern | Topia | January 2025 – April 2025

Collaborated cross-functionally to design a user-centered K-12 Zone experience, conducting interviews and surveys to prioritize features. Proposed Bridge, a cooperative game concept supported by research showing 75% user preference and 59% replay likelihood, advancing to the final MVP presentation.

Undergraduate Researcher | Oregon State University | Feb 2026 – Present

Contribute to an oral history research project, preserving and documenting student experiences from historically underserved communities in EECS. Explore themes of identity, culture, intersectionality, and engineering education for inclusion in a permanent university archive.

Ecampus Student Advisory Board Member | Oregon State University | Jun 2026 – Present

Advise university stakeholders on the online student experience, evaluate new initiatives, and advocate for student needs.

Technical Projects

[Randomized Image Delivery Web App](#) | Python, Flask | Feb 2026 – Mar 2026

Designed and developed a Python/Flask application that delivers randomized image content through a backend service, using routing to handle HTTP requests and return files from a predefined image set.

Implemented Flask static-file handling to serve image assets to the client and structured the application around separate service responsibilities.

[Klamath: Reconnected](#) | Honors Undergraduate Thesis | Godot, GDScript, Blender | Jun 2026 – Present

Developing an interactive educational simulation exploring the ecological and systemic effects of Klamath River dam removal, with a current focus on the J.C. Boyle Dam area. Designing interconnected environmental systems and visual feedback to help players explore cause-and-effect relationships among factors such as water temperature, sediment, salmon populations, vegetation, and water velocity.

[Movie Database CLI Application](#) | C | Feb 2026 – Mar 2026

Built an interactive command-line application that parses movie data from CSV files into structured records stored in a dynamically allocated linked list. Implemented file I/O, parsing, memory management, and search functionality to filter and retrieve movies by year, language, and highest rating.

Certifications & Training

AWS AI Practitioner Challenge, Udacity, 2026 | Claude 101, Anthropic, 2026 | AI Fluency: Framework & Foundations, Anthropic, 2026 | Code Generation and Optimization, IBM Granite, 2025 | Unity Certified User: Programmer, Unity, 2025

Honors & Awards

Alpha Lambda Delta Oregon State University | Honor Roll, Oregon State University | AT&T HACEMOS Scholar | 2x Entertainment Software Association Foundation Scholar