

# Destiny Bright

[destinybright.com](https://destinybright.com) | [desjbright@gmail.com](mailto:desjbright@gmail.com) | [linkedin.com/in/destiny-bright](https://linkedin.com/in/destiny-bright) | [github.com/destinybright](https://github.com/destinybright)

## EDUCATION

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| <b>Oregon State University</b><br><i>Bachelor of Science in Computer Science</i> | Corvallis, OR<br><i>Expected Graduation: December 2025</i> |
| <b>Pepperdine University</b><br><i>Bachelor of Science in Biology</i>            | Malibu, CA<br><i>2021</i>                                  |

## EXPERIENCE

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| <b>Software Engineering AI Intern</b><br><i>Pixelogic Media</i>  | January 2025 – Present<br><i>Burbank, CA</i> |
| <ul style="list-style-type: none"><li>• Creating an AI solution to categorize issues, boosting accuracy threefold and significantly reducing manual intervention, using Python, Llama, DeepSeek-R1, and OpenAI.</li><li>• Training an on-prem model to watermark audio using AudioCraft, Dora, and PyTorch to ensure content security.</li><li>• Collaborating with a fellow intern to deploy a Microsoft Teams bot integrated with Llama and DeepSeek-R1.</li></ul> |  |
| <b>Undergraduate Learning Assistant</b><br><i>Oregon State University</i>  | March 2024 – Present<br><i>Corvallis, OR</i> |
| <ul style="list-style-type: none"><li>• Instructed over 100 students each quarter for a discrete mathematics class for Computer Science.</li><li>• Helped guide students in topics such as recursion, mathematical proofs, and set operations.</li><li>• Held office hours and provided constructive criticism to help students understand the ideas and concepts behind their code.</li></ul>   |  |

## PROJECTS

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| <b>Magic Wares</b>   <i>MySQL, MariaDB, Handlebars, Node.js, Bootstrap</i>   | November 2024  |
| <ul style="list-style-type: none"><li>* Designed and developed a dynamic web application to manage inventory, enabling users to search, filter, and update wand and spell data with intuitive form-based inputs and validations</li><li>* Integrated server-side functionality with Node.js and Express, using Handlebars.js for templating and SQL/MariaDB for backend data storage and retrieval</li></ul> |                |
| <b>Tic Tac Toe</b>   <i>C, SDL2</i>  | September 2024 |
| <ul style="list-style-type: none"><li>* Constructed an interactive Tic Tac Toe game using C and SDL2 for graphics, image rendering, and font support</li><li>* Implemented an AI to dynamically make moves against the player.</li></ul>   |                |
| <b>XDice</b>   <i>SwiftUI, XCode, AVFoundation</i>   | February 2024  |
| <ul style="list-style-type: none"><li>* Developed a dice-rolling iOS app using SwiftUI, enabling users to roll various dice for Dungeons and Dragons (e.g., d4, d6, d20) with dynamic animations and customizable modifiers</li><li>* Integrated audio session management to play rolling sounds, critical failure/success alerts, and other effects</li></ul>   |                |
| <b>Exercise Tracker</b>   <i>JavaScript, MongoDB, Express, React, Node.js</i>  | December 2023  |
| <ul style="list-style-type: none"><li>* Designed and built a full stack web application using the MERN stack (MongoDB, Express, React, Node.js) to record and manage user exercise data</li><li>* Developed a REST API using Node.js and Express, implementing CRUD operations (Create, Read, Update, Delete) to interact with MongoDB</li></ul>   |                |

## TECHNICAL SKILLS

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**Skills:** AWS (EC2, S3, Lambda), AI Model Training and Deployment  
**Traits:** Team Player, Collaborative, Self-Starter, Creative  
**Languages:** JavaScript, Python, SQL, Swift, C, C/C++, R, TypeScript, CSS, HTML  
**Frameworks:** React, Node.js, Flask, Express  
**Developer Tools:** Git, GitHub, PyCharm, Vite, Vercel, Xcode, Visual Studio Code, ffmpeg