

Grace C. Ableidinger

New York, NY | +1 (919) 888-1049 | gca8398@nyu.edu | [LinkedIn](#) | [Portfolio](#)

Education

New York University Tandon School of Engineering

BS in Computer Science, minors in Mathematics and Game Engineering

Brooklyn, New York

Expected May 2025

- GPA: 3.89
 - Relevant Coursework: Discrete Mathematics, Data Structures and Algorithms (Python), Data Analysis, Object Oriented Programming (C++), Computer Architecture, Databases, Design and Analysis of Algorithms, Interactive Computer Graphics, Software Engineering, Game Programming, Artificial Intelligence, Game Design
-

Skills

Languages - C#, C++, C, Java, Linux, Python, SQL, HTML, CSS, Javascript, Typescript, x86 Assembly, Bash, Git, Jira

Frameworks and Libraries - React, Angular, Vue, Flask, OpenGL, Unity, Unreal Engine

Software Development and Database Management Tools - VS Code, Oracle, PostgreSQL, Jupyter, Zapier, Cursor

Creative Tools - Figma, Adobe Suite, Wordpress, technical writing, demo creation, public speaking

Experience

Red Hat

Raleigh, NC

AI Developer Advocate

March 2025 - Present

- Produce technical blogs, demos, and workshops on LLM inference, agentic workflows, and model serving with vLLM and OpenShift AI.
- Represent Red Hat at industry conferences, delivering talks on AI infrastructure and open source model deployment to practitioner audiences.
- Engage open source communities around Red Hat AI projects through code examples, forums, and hands-on support for real-world deployment challenges.

Pendo.io

Raleigh, NC

Front End Software Engineering Intern

June - August 2024

Associate Software Engineer

June 2025

- Engineered features for *Agent Analytics* initiative, working with LLM-powered clustering, inference pipelines, and agentic workflows to analyze user conversations and generate actionable metrics and analyses.
- Led internal AI advocacy as the team's AI Champion, creating technical demos, documentation, and hands-on presentations that educate engineers on effective AI tooling, prompting strategies, and workflow enhancements.
- Designed and delivered internal sessions on MCP integrations in Cursor, showcasing practical use cases and accelerating onboarding by providing reproducible developer workflows.
- Built and presented demos on AI-assisted epic planning and Cursor command automation, enabling faster prototyping, improved code quality, and increased engineering velocity.
- Drove the cultural adoption of AI across the organization by sharing learnings in bi-monthly AI Champion forums, contributing reusable code examples, and engaging the broader engineering community with accessible explanations of complex AI concepts.

Sesame Workshop

New York, NY

Digital Production Intern

October 2023 - May 2024

- Created and presented unique game pitches based on all-company educational milestones and technical goals.
 - Developed automated testing of website features using Typescript and Git, reducing manual QA overhead.
 - Optimized game deployment pipelines onto company sites, strengthening reliability and efficiency.
 - Performed QA testing and documentation for engineering teams, improving iteration cycles and product quality.
 - Oversaw game development from conception to completion, using Jira and Basecamp for project management.
 - Facilitated a smooth shooting process for puppeteers, digital production team, and third-party stakeholders.
 - Published articles and managed company sites using Wordpress.
-

Projects

Educational Game Platform

New York University

Front-End, Full Stack Developer

January - December 2024

- Built interactive educational games in Unity with a PostgreSQL backend to collect performance analytics for users.
- Deployed a full-stack website that visualizes gameplay data and teaches core coding concepts.
- Created clear technical documentation enabling instructors to understand, operate, and modify the platform.

Database Search & Management Web App

New York University

Back-End, Front-End, Full Stack Developer

September - December 2023

- Developed a full-stack web application using Python, Flask and SQL for secure user registration, data search, and database updates.
- Implemented clean UI/UX in HTML/CSS and improved user flows through iterative testing and feedback.
- Wrote maintainable backend code and contributed to database schema design, focusing on scalability and clarity.