Mary Elenius

Software Engineer

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PROFILE

Software Engineer with a strong foundation in Computer Science and over five years of professional experience in web and software development. Known for a life-long dedication to learning and problem-solving. Proficient in designing, developing, and maintaining scalable and responsive web applications. Recognized for creativity, ingenuity, and fostering collaboration in diverse teams.

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, Python, Shell Scripting, CSS3, HTML5

Front-End Technologies: React, Redux, Tailwind CSS, Bootstrap, Material-UI, Foundation

Back-End Technologies: Node.js, Express.js, PostgreSQL, MongoDB, MySQL, GraphQL, Apollo, Sequelize, Mongoose

DevOps & Tools: GitHub, GitLab, Bitbucket, Docker, AWS, CircleCI, Jest, GitHub Actions, Webpack, Vite

Testing & Debugging: Jest, Cypress, Postman, Insomnia, GraphQL Playground

Collaboration Tools: Jira, Trello, Slack, Figma

Authentication & Security: OAuth2, Passport.js, Auth0, JWT

Other Technologies: GSAP, Axios, Socket.io, Adobe Creative Suite, Stripe, Homebrew, npm, yarn, Adobe Creative Suite

PROFESSIONAL EXPERIENCE

University of Central Florida Curriculum Developer & Instructor Feb 2023 – Dec 2024
Collaborated with University of Central Florida to design and develop the curriculum for a new Split Stack BootCamp program, focusing on modern full-stack technologies. Assisted in launching the inaugural program, aligning course materials with industry standards and learner needs. Instructed one of the first cohorts, delivering hands-on, project-based education to future developers.

Coco Coders Instructor Feb 2023 – Dec 2024
Taught online coding classes to students aged 6–14, using a STEM-certified curriculum focused on creativity and core programming concepts. Delivered engaging 60-minute lessons, encouraging collaboration, critical thinking, and problem-solving skills. Adapted instruction to meet diverse learning needs in a remote, flexible work environment.

edX Instructor Feb 2023 – Dec 2024
Delivered effective and engaging lessons on web development and software engineering topics to diverse student groups. Followed structured lesson plans while adapting to individual student needs to ensure mastery of learning objectives. Fostered a culture of trust and inclusion, promoting collaboration and confidence in learning.

Mammoth Studios Software Engineer Jan 2019 – Present
Built web-based games and applications using React, TypeScript, PostgreSQL, and MongoDB. Collaborated with cross-functional teams to design and implement engaging user interfaces and robust back-end systems. Optimized application performance and scalability for high user engagement. Ensured seamless deployment pipelines and conducted thorough testing to maintain code quality.

Mary Elenius Software Engineer Jan 2015 – Present
Designed and built commission-based websites and full-stack applications tailored to client specifications. Configured self-hosted Ubuntu servers, ensuring secure HTTPS credentials and consistent system maintenance. Delivered affordable, personalized solutions on time, guiding website architecture for clients new to web development.

EDUCATION

University of Central Florida

B.S. in Computer Science

Jan 2015 – Jan 2019

Penn Foster

B.S. in Veterinary Technology

Jan 2010 – Nov 2014