Dawn Sheedy

Software Engineer

Seattle, WA   they/them   dawnsheedy.com

Profile

I'm a Seattle-based software engineer with several years of experience specializing in full-stack web application development. I have experience across the entire application lifecycle, from planning to production. I take pride in using my life-long passion for technology to work with others to build impactful products.

Skills

Full-Stack Web Development
React, Angular, HTML, CSS (SASS), Typescript, Python, Django, NodeJS, Java, SQL, Websockets

Development, Planning & Cloud Tools
Docker, Kubernetes, Terraform, GCP, AWS, Azure, Jenkins, Git, Jira, Confluence

Business & Interpersonal
Agile, Collaboration, Communication, Adaptation, Time Estimation, Planning

Hobby & Misc.
C#, Arduino, Unity, Digital Art

Education

Computer Science, *Virginia Commonwealth University*   2019 – 2021

Professional Experience

Software Development Engineer, *Clearwater Analytics*   07/2022 – present
Seattle, US
- Planned and developed a system for hybrid manual & automatic financial document management for clients with billions in investments.
- Worked with product and design to build functional & beautiful solutions.
- Mentored & trained colleagues on React & Angular
- Pushed for better code quality, documentation, and API design across all apps
- Created a common React component library for company-wide usage

Full-Stack Engineer, *Press Hook*   09/2021 – 07/2022
Remote (Virginia), US
- Worked as a critical member of an early-stage startup.
- Designed and developed a custom contextual real-time messaging implementation with React and Websockets.
- Implemented CI/CD processes with Github Actions to improve quality and efficiency.
- Led transition to React for front-end components.

Volunteering

Kinstone, LLC (Zeldathon), *Software Developer*   08/2016 – 02/2022
Remote (Virginia), US
- Worked with a team of volunteers to deliver an event that has raised over $3 million for charity since 2009.
- Worked with internal and 3rd party APIs to implement owned apps.
- Prototyped a real-time captioning utility for greater accessibility.

Projects

Contract Work, *Python, Django, Azure, React*   05/2022 – 10/2022
- Designed and developed a utility for creating and automatically scoring mental health assessments.

Unity Jubeat Rewrite, *Unity, C#, NodeJS, Python*
- Developed a unity clone of my favorite rhythm game, *Jubeat*, to be played on an iPad Pro.
- An exercise in reverse engineering and learning Unity.

DDR Lights, *C++, Arduino, DMX*
- Forked the open-source rhythm game, *Stepmania*, to output song data to create automated light shows.

Virtual Dance Pad, *Oculus SDK, Python*
- Used the Oculus SDK to track controllers to play *Dance Dance Revolution* without owning a physical dance platform.

Forza Telemetry Viewer, *React, Websockets, Go*
- Created a user interface for displaying current vehicle information from *Forza Horizon* telemetry data.
- Intended for use as a live stream overlay.

Elite: Dangerous Alexa Skill, *Python, AWS*
- Utilized Amazon Web Services Lambda functions to create an Alexa skill for controlling aspects of the space flight game *Elite: Dangerous*

Personal Website, *React, CSS*
- My personal landing page, written in React.