

Dawn Sheedy

Seattle-based Software Engineer

📍 Seattle, WA 🔗 dawnsheedy.com

Hi, I'm Dawn. I'm a Seattle-based software engineer specializing in full-stack web application development. Whether it's planning, design, development, deployment, or production support— I'm experienced in all stages of the software development lifecycle. When I come to work every morning, I bring with me a lifelong passion for technology and a drive for improvement. Thank you for reading my resume, your time and consideration is appreciated.

Skills

Front End Development

React, Angular, HTML, CSS (SASS), Typescript, Websockets, Webpack, Redux, Vite

Back End Development

Java, Python, NodeJS, FastAPI, Django, Postgres

Cloud & Deployment

Docker, Kubernetes, Nginx, AWS, Azure, GCP, Jenkins, Github Actions

Other

Git, Linux, Figma, Jira, Confluence, Unity C# Scripting, Microsoft & Google Office Suites, Collaboration, Agile Methodology

Professional Experience

Software Development Engineer III, *Clearwater Analytics*

01/2025 – Present

Seattle, US

- Planned and implemented an automated process for performing end-to-end testing of my teams entire application stack using Playwright, greatly increasing confidence in the stability of our frequent production deployments.
- Developed an interface for managing data import priority to allow users to override incorrect or outdated data from automated feeds.

Software Development Engineer II, *Clearwater Analytics*

07/2022 – 01/2025

Seattle, US

- Worked in a full-stack context, writing React with Typescript for user interfaces and Java with Quarkus for backend.
- Became a trusted resource within the UX development community within the company. Pushed for higher quality documentation and more meaningful requirements.
- Worked with product managers and UX designers to translate and refine requirements from conception to production.
- Planned and executed a transition from an aging internal Angular-based component library to a fully React-based UI, allowing for accelerated development velocity without disrupting active development or requiring a large fork of the existing project.

Contract Software Engineer, *MHISystems, Inc*

05/2022 – 10/2022

Remote, US

- Designed, developed, and deployed a tool for creating and automatically scoring standardized mental health assessments. Reducing manual workload for care providers.
- Coordinated with employers internal team to integrate with their systems.

Full-Stack Engineer, *Press Hook*

09/2021 – 07/2022

Remote (VA & WA), US

- Worked as a critical member of an early-stage startup, aiding the transition from utilizing a third-party agency to internal development.
- Designed and developed a custom contextual real-time messaging solution with Django and React with Websockets.
- Implemented CI/CD processes with Github Actions to improve quality and velocity. Leading to roughly 50% faster build times vs the previous solution.
- Led transition from vanilla JavaScript to React for front-end components.

Education

Computer Science, *Virginia Commonwealth University*

2019 – 2021

Volunteer Experience

Zeldathon (Kinstone, LLC), *Software Developer*

08/2016 – 02/2022

Remote (Virginia), US

- Worked with a team of volunteers to deliver a live gaming event that has raised over \$3 million for charity since 2009.
- Worked with internal and 3rd party APIs to implement owned apps.
- Prototyped a custom real-time captioning utility integrated with OBS using React, NodeJS and Websockets, with the goal of enhancing stream accessibility.

Projects

Unity Jubeat Rewrite, *Unity, C#, NodeJS, Python, Hardware*

- Developed a unity clone of my favorite rhythm game, *Jubeat*, to be played on an iPad Pro and a custom controller.
- Built a custom controller by modifying a panel from a machine scrapped for parts.
- An exercise in reverse engineering and learning Unity.

DDR Lights, *C++, Arduino, DMX Protocol*

- 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.