

Dawn Sheedy

Web Software Engineer

📍 Seattle, WA 🌐 they/them 🔗 dawnsheedy.com

I'm a Seattle-based software engineer with two years of experience specializing in web application development. From planning to production, I have experience across the entire application lifecycle. I bring my lifelong passion for technology and my perpetual drive to learn in order to build impactful, beautiful products with my teams.

SKILLS

Front End Web Development

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

Back End Software Development

Python, Django, NodeJS, Java, SQL, MongoDB, Websockets

Planning, Design & Design Tools

Jira, Confluence, Figma, Docker, Kubernetes, Helm, AWS, Azure, Git, Jenkins

Business & Interpersonal

Agile, Collaboration, Communication, Adaptation, Planning

PROFESSIONAL EXPERIENCE

Software Development Engineer II, *Clearwater Analytics*

07/2022 – Present

Seattle, US

- Planned and developed a system for financial document management for clients with billions in investments.
- Coordinated with Product Management and Design to translate requirements into functional apps bringing in over 500k ARR prior to their public release.
- Mentored & trained colleagues on React & Angular.
- Pushed for better code quality, documentation, and API design across all apps.
- Began development of a common React component library for company-wide usage.
- Participated in UI/UX design planning/decisions for owned apps.

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.

VOLUNTEER EXPERIENCE

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 real-time captioning utility using React and Websockets to enhance stream accessibility.

EDUCATION

Computer Science, *Virginia Commonwealth University*

2019 – 2021

PROJECTS

Contract Work, *Python, Django, Azure, React, Typescript, Kubernetes*

05/2022 – 10/2022

- Designed and developed a utility for creating and automatically scoring mental health assessments.
- Coordinated with employers internal team to integrate with their systems.

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*

- 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.