

# 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

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### Back End Software Development

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

### Front End Web Development

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

### Development, Planning & Cloud Tools

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

### Business & Interpersonal

Agile, Collaboration, Communication, Adaptation, Planning

## PROFESSIONAL EXPERIENCE

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### Software Development Engineer, *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

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### 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

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**Computer Science**, *Virginia Commonwealth University*

2019 – 2021

## PROJECTS

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**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.