

JENNA WALTUCH

SOFTWARE ENGINEER

CONTACT

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SKILLS

Tech Stack:

Advanced: Javascript, Typescript, React, Node, Express, Python, Postgres, SQL, HTML, CSS, Jotai, Grafana (metrics), Playwright and pytest (testing)

Familiar: react-testing, RabbitMQ, Websockets, Redux

Languages: Basic Spanish

Other: Writing

EDUCATION

Certification

Grace Hopper Program at Fullstack Academy

Immersive software engineering program

Bachelor of Arts

Western Connecticut State University

Computer Science Minor, Summa Cum Laude

OTHER ACHIEVEMENTS

Diversity and Inclusion Hackathon Winner, 2020

PORTFOLIO LINKS

[www.github.com/jwaltuch](https://github.com/jwaltuch)

PROFILE

Dedicated software engineer with a background in theatre, combining strong technical skills with communication expertise. Experienced in full-stack development with a passion for solving complex problems and building impactful applications. Proven ability to mentor junior engineers and contribute to team success through effective communication and collaboration.

WORK EXPERIENCE

Software Engineer | Bloomberg

Internal Applications

Jul 2020-Dec 2024

- Contributing to the foundational development of a workflow orchestration platform, now running over 2000 unique workflows weekly
- Addressed bugs promptly, enhancing application reliability
- Triaged client needs effectively, receiving positive feedback
- Planned and executed application features, ensuring seamless functionality
- Communicated project vision in RFCs (technical proposals) to align team efforts
- Mentored junior engineers, providing guidance and support
- Improved code quality through comprehensive reviews
- Co-organized women's group and social events, contributed 50 hours annually to volunteering program

Software Engineer | Corona Tracker (open source)

<https://coronatrackerbeta.com/> | A webapp to educate the public about Corona Virus and its symptoms to lessen the burden on hospitals. 2020

- Developed feature allowing users to delete sensitive medical data using React (Hooks) and Material UI
- Increased front-end test coverage using Jest and Enzyme
- Identified and resolved critical UI issues affecting usability
- Technologies used: React, Redux, HTML/Material UI, Blockstack/Gaia
- Winner of COVID-19 Global Hackathon 1.0

PROJECTS

Grace Hopper Capstone Project | AdventurAR

<https://github.com/AdventurerScavengerHunt> | A mobile game app, utilizing geolocation, where players can go on a scavenger hunt to locations in the city based on riddles. 2019

- Led backend planning and implementation
- Designed data models and optimized querying for user and location interactions
- Deployed server routes to Heroku, facilitating front-end access
- Resolved Viro Media integration issues, enabling app progress
- Implemented mobile stack navigation with React Native
- Technologies used: Viro, React Native, Redux, Express, Sequelize