

Katie Gray

katie.asauq.gray@gmail.com ♦ (508) 596-1429 ♦ Alameda, CA

Website: katiegray.us Github: github.com/KatieJessupMcd

WORK EXPERIENCE

Dolby (Dolby.io)

Software Engineer, Developer Programs

Aug. 2020 – Present

San Francisco, CA

- Dolby.io is Dolby's developer platform that provides APIs for both media enhancement and communication
- As a Software Engineer in Developer Programs, I wear many hats to support the Developer Relations team:
 - Build web applications demonstrating use of Dolby.io's APIs, integrate third-party APIs, develop code to onboard developers
 - Develop internal tools and infrastructure using Node.js and Python, and AWS Services
 - Customize functionality of documentation using JavaScript, HTML and CSS
 - Enhance developer experience by integrating third party search API Algolia into documentation
 - Tech Stack: React, JavaScript, HTML, CSS, Node.js, Python
- Technical writing, including [blog](#) demonstrating how to build an authentication server using AWS
- Co-Lead of Dolby Indigineous Voices Elevated (D.I.V.E)

LaneOne

Software Engineer

April 2019 – May 2020

San Francisco, CA

- Developed front-end and back-end features for both consumer-facing web application and internal CMS using Ruby, Ruby on Rails, JavaScript, PostgreSQL, HTML5, CSS and Bootstrap
- End to end ownership of features such as integrating a third-party API to allow users to purchase trip insurance
- Implemented test driven development (TDD) using Rspec

The Relish Media Group

Software Engineer Intern

Jan. 2019 – Feb. 2019

San Francisco, CA

- Integrated D3 with React and Redux to create data visualizations showing number of new users

Adda Clevenger School

Music Teacher and Band Director

Aug. 2015 – May 2018

San Francisco, CA

- Taught general music and band classes grades TK-8, developing a school band program from the ground up

EDUCATION

Rithm School

Full Stack Developer Program

March, 2019

San Francisco, CA

Ithaca College

Bachelor's of Music in Music Education

May, 2014

Ithaca, NY