

Caroline (Lines) Sultzer

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• Legal Name: Caroline Sultzer

PROFESSIONAL SUMMARY

Full-stack developer with a background in design, accessibility, and engineering. I build interactive, performant products using modern JavaScript (React, Vue, Typescript, Node), Python, and Java. I have experience developing prototypes and production-ready features, blending front-end clarity with backend logic, accessibility standards, and Agile collaboration. I thrive in cross-functional teams and care deeply about creating tools that help people take meaningful action, especially in education, behavioral science, and mission-driven tech.

SKILLS

Back-End & APIs: Java, Python, Spring Framework, Node.js, SQL, PostgreSQL, REST APIs, JWT, unit testing (JUnit), integration testing, automation scripts

Front-End Development: HTML, CSS, JavaScript (ES6+), TypeScript, Vue, React, component architecture, responsive UI

Accessibility & Performance: WCAG 2.2, ARIA, semantic HTML, keyboard interaction flows, axe/Lighthouse

Design Systems & UX: Figma component libraries, design tokens, auto-layout, wireframes, prototypes, usability testing

Tools & Collaboration: Git/GitHub, Figma, Adobe Creative Suite, Sanity CMS, Headless CMS, Notion, Trello, Asana, Agile / Scrum workflows, Vercel, Shopify

EDUCATION

Java Full Stack Development Program

2024 - 2024

Tech Elevator | Remote

14-week full-stack program with 800+ hours of coding in Spring framework, Agile development, pair programming, and object-oriented programming.

Bachelor of Fine Arts (BFA)

2015 - 2019

The Cooper Union for the Advancement of Science and Art | New York, NY

Trained in design thinking, visual communication, and conceptual art.

EXPERIENCE

Full-Stack Developer + Design Engineer

2024 - Present

Inline Access Studio | (Freelance) Remote

- Created accessible, scalable interfaces and design systems using TypeScript, JavaScript, Python, and Figma, increasing user engagement
- Built and optimized data-driven layouts to improve readability and overall performance
- Performed WCAG 2.2 audits and ADA remediation to ensure stable, maintainable accessibility compliance
- Integrated AI-assisted workflows to accelerate prototyping, testing, and UI iteration cycles
- Partnered cross-functionally with product, engineering, and QA using Agile workflows; delivered 50+ UI updates that increased client satisfaction by 15%

Product Designer

2025 - 2025

Digital Counsel | (Remote) New York, NY

- Supported implementation of design systems and client-facing web rollouts
- Developed production-ready layouts and component libraries in Figma for Sanity CMS data flow
- Collaborated with clients and engineers in weekly reviews, refining UX and driving measurable engagement

Product Manager	2021 - 2022
Workspace11 Brooklyn, NY	
<ul style="list-style-type: none">Led art direction and build-out of a new finishing department, reducing production time by 25%Improved cross-team collaboration among designers, engineers, and fabricators, increasing productivity by 30%	

Website Designer	2019 - 2020
The NYC Chemist Society New York, NY	
<ul style="list-style-type: none">Executed website redesign, elevating visibility and engagement across key digital channels	

Operations & Brand Support Manager	2018 - 2020
Still House New York, NY	
<ul style="list-style-type: none">Strengthened vendor partnerships, increasing revenue by 20% through improved communicationManaged Shopify listings, photo retouching, and e-commerce updates that grew online sales by 15%Maintained visual consistency across digital and in-store experiences	

Design Internship	2018 - 2018
Partner Pictures Brooklyn, NY	
<ul style="list-style-type: none">Supported digital design and concept development for films; created wireframes and storyboards	

Graphic Designer	2018 - 2018
Infinity Consulting Solutions New York, NY	
<ul style="list-style-type: none">Created social media campaigns that improved brand visibility and refined internal brand guidelines	

TECHNICAL PROJECTS

Vending Machine Application - Python, JavaScript, OOP, REST APIs

Developed a backend vending machine simulation emphasizing state management, OOP design, and secure transactions. Originally built in Java using Agile pair programming, then translated and rebuilt independently in Python. Demonstrates multi-language fluency and the ability to refactor systems across stacks.

DeRoche Projects - Architecture Portfolio (Figma, Sanity CMS)

Architected site structure and component library for long-term scalability. Designed responsive UX/UI in Figma and collaborated with engineers to implement the site using Sanity CMS, focusing on accessibility and maintainable content models.

Group Voting Platform - Java, Vue, PostgreSQL, Yelp API

Built a full-stack decision-making app with REST APIs, real-time voting logic, authentication, and fairness algorithms. Implemented Java backend services, PostgreSQL, and API integrations, ensuring an accessible, intuitive decision flow.