Natalie Thompson

Software Engineer

- Austin, Texas Metropolitan Area
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Technical Experience

Cascade, *Creator, Software Engineer*
Aug 2022 – present
- Created Cascade, an open-source containerized application deployment solution with observability built in
- Constructed Cascade's Backend API to collaborate with the Terraform CDK and Cascade Frontend to automate deployment in a 3-step process
- Built Cascade Agent, an NPM package compatible with AWS Distro for OpenTelemetry Collector that abstracts the work of using OpenTelemetry SDKs to instrument and export traces to AWS X-Ray
- Developed a GUI that allows users to deploy and destroy their containerized applications with one click
- Established a feature for users to use as an accelerator for their own AWS environments, speeding up development by 25 steps
- Automated deployment using Docker (images, docker-compose)
- Collaborated with a remote team of 4 engineers across 3 time zones, including daily stand-ups and pair programming
- [Authored Cascades's case study](#) 🔗

Telus International (formerly Lionbridge)

Senior Rater
Apr 2021 – present
- Aid in the development and accuracy of A.I.
- Analyze internet data to determine whether data is safe for consumption
- Follow the guidelines set by the company with 87+% accuracy

Rater
Jan 2017 – Mar 2021

Self-Employed, *Software Engineer*
Jan 2018 – Aug 2022
- YarnBasket - a real-time application for receiving & debugging webhooks (Socket.io, Nginx, MongoDB, Express, Node)
- Eorzea Time - a task and time tracking application for in game events in FFXIV (Ruby/Sinatra, ERB)
- Beat Drop - a pixel-based phone rhythm game that spawns obstacles based on the beat (C#, Unity)
- Rampart Crossing Website - a static HOA website (HTML/CSS, vanilla JavaScript)

Riverside Nature Center, *Graphic Designer*
Mar 2016 – Dec 2017
- Redesigned and created a custom PHP WordPress template
- Designed & published weekly adverts for the Kerrville Daily Times
- Communicated with various team members from a remote work location through phone, email & travel

Skills

Languages
JavaScript, TypeScript, Go, C#, SQL, CSS, HTML

Frameworks/Libraries
Next.js, React/Redux, Express.js, Jest, Sinatra, Unity

Cloud
AWS Services (VPC, EC2, ECS, IAM, S3, Distro, X-Ray, CloudWatch), Digital Ocean (Droplets)

Other
Docker, PostgreSQL, MongoDB, Git, Terraform, HTTP, REST, Linux, Adobe (Photoshop, Illustrator, InDesign)

Education

Software Engineering, *Launch School*
2020 – 2022
   Mastery-based school for software engineers: 🔗

BFA Communication Design,
Schreiner University
2012 – 2016