
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 Cascade'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

- Achieved high levels of accuracy following company guidelines, which resulted in my promotion to senior rater.
- Balanced working part-time at Telus International, working on open-source and freelance engineering projects, and teaching others coding fundamentals.

Self-Employed, Software Engineer

Jan 2018 – Aug 2022

Worked on both freelance and open-source projects using technologies such as JavaScript, Node.js, React, Unity/C#, Ruby/Sinatra, JQuery, MongoDB, HTML/CSS:

- 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

- Created Photoshop designs for a new custom website
- Developed and implemented my design as 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

Natalie Thompson

Software Engineer

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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