

Sophie Debs

github.com/soph-iest

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(619) 699-9903

Skills:

Strong: Native Android Development, Java, R, Python, C, C#, CSS, HTML; Postgres & SQL; JavaScript, and frameworks and tools including React (+Native), Redux, Angular, Hapi, Next, Electron, and Node.

Experienced: Adobe Creative Suite, Amazon Web Services and AWS, TypeScript, Unity, Unix computing. Projects ranging from web and mobile UI design to back-end system and full-stack API development.

Experience:

Software Development Intern - Lob (March - September 2019)

- Spearheaded planning, design, and implementation for several new large-scale company projects
- Full-stack Node development, focusing on Lob's core Print & Mail API and our React + Angular UIs
- Led key workplace initiatives, as a driving force in the Diversity & Inclusion Working Group and a co-founder of the Women @ Lob Employee Resource Group

Web Development Intern - Code Chrysalis (June - September 2018)

- Overhauled company website, including designing and developing new pages, translating the site with i18next, and restructuring and refactoring to remove a problematic Redux implementation
- Blueprinted site improvement OKRs, along with developing user flows and stories for new features

Projects:

- **purrl:** a self-care and social app, with a MongoDB-based web server and API, and a fully-featured React Native mobile client
- **MuseumTour:** native Android app; proof of concept for using Bluetooth beacons for fast, precise indoor location tracking
- **Gender Neutralize:** Chrome extension to neutralize gendered language on the web.
- **Amazing:** Solves for the fastest path through a randomly-generated maze to bring noncommunicating avatars together, displayed on a command line interface

Education:

Aug. 2016 - June 2020

Dartmouth College

GPA: 3.4

Computer Science and Japanese Literature Majors

Relevant Coursework: Software Design and Implementation, Full-Stack Web Development, Smartphone Programming, Data Visualization, Object-Oriented Programming, Algorithms

Dartmouth 12-Hour Hackathon: 1st Place for developing an Android app for learning Japanese; self-taught Unity and C# to a practical level in a few hours of from-scratch development

Interests:

Fluent in Japanese. Roller skater and roller derby player.

Competitive-ish *League of Legends* and *Splatoon* player; Pokémon Trainer main in *Super Smash Bros*.

Board game lover, especially *Risk* and *Settlers of Catan*. Wishes *Civilization 5* had a tabletop version.