

# Pape Sow Traore

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## EDUCATION

### Dartmouth College

Master of Science (M.S.) in Computer Science | Concentration in HCI

Relevant Courses: UI/UX Design, VR & AR Development, Smartphone Programming

**Hanover, NH**

**2020 - 2023**

### Texas A&M University

Bachelor of Science (B.S.) in Computer Science

Relevant Courses: Algorithms & Data Structures, Software Engineering, Database Systems

**College Station, TX**

**2016 - 2020**

## WORK EXPERIENCE

### Breadlabs LLC

#### Founder & Software Developer

**Jun 2023 - Present**

- Conduct in-depth consultations with various entities, including institutions, startups, and farmers, to understand their specific requirements and business goals.
- Offer tailored solutions by developing and implementing web and mobile applications that address clients' needs and enhance their operations.

### Digital Applied Learning and Innovation – Dartmouth College

#### Technical Fellow

**Jan 2023 – May 2023**

- Leading all software development aspects of the lab's projects and overseeing 15+ software development teams
- Scouted for and evaluating new technology and practices as opportunities for innovation
- Provided support to technical leads (dev, automations, AR & VR); identifying areas that need code improvement and overseeing corrective action
- Evaluated and brainstormed collaboration opportunities with potential partners and providing development feedback

#### Mentorship Lead

**Sept 2022 – Jan 2023**

- Spearheaded the lab's mentorship program by overseeing 30+ developer, designer, and project manager mentors
- Created mentorship guidelines for mentors; ensured mentors scheduled weekly check-ins and work meetings with mentees
- Scheduled 1-1s and gathered feedback with different stakeholders in the lab to identify areas of improvement
- Led meetings with leadership to discuss member feedback and ideate on ways to advance the mentorship program

#### Software Developer

**Sept 2020 – Sept 2022**

- Exercised software development knowledge to develop full-stack applications in an experiential learning lab at Dartmouth
- Collaborated in teams of 5-6 student developers and designers over a 10-week term to develop technology projects for start-ups, entrepreneurs, and researchers within an on-campus incubator at Dartmouth
- Communicated with partners weekly to identify problem statements, translate them into practical engineering tasks, outline solutions
- Mentored a team of 2-4 developers to build a full-stack application using React, Firebase, ExpressJS to catalog the native tree species of the cities of Lewiston and Auburn in Maine
- Implemented using the Unity the onboarding flow of a virtual reality game to teach non-deaf people sign language

### ConnectUs

#### Software Developer Intern

**May 2021 – August 2022**

- Led the front-end development of the company's first prototype used by over 30 individuals across 150 interactions
- Collaborated with other engineers in identifying software requirements; as a result, the company implemented the product to serve more than 500 users, gaining \$75k in annual recurring revenue.
- Assisted engineers to define product requirements document; in the end, the prototype was used to raise \$250k from investors and subsequently build the essential tool.

## ADDITIONAL

**Technical Skills:** HTML/CSS, JavaScript (ReactJS), NodeJS, Redux, MongoDB, Firebase (familiar): Ruby on Rails, Python

**Languages:** Fluent in English, French, and Wolof