

Sarah Collins

SOFTWARE DEVELOPER

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WORK EXPERIENCE

Software Developer • Epic Systems

MARCH 2022 - PRESENT

- Developed 40+ bug fixes/enhancements and code reviewed 80+ logs for MyChart, a patient portal facilitating healthcare for over 190 million patients
- Specialized in iOS and Android platforms to become a mobile expert for a team of 30+ developers
- Led an 8-member developer team to resolve issues in existing code, evaluating and assigning tasks based on importance and impact, maintaining a turnaround time of 10 business days to uphold quality standards
- Organized monthly and weekly cross-team meetings for mobile experts to foster collaboration, share knowledge, and promote best practices

EDUCATION

AUG 2017 - MAY 2021

B.S. Software Engineering

EMBRY-RIDDLE AERONAUTICAL UNIVERSITY

GPA: 3.64/4.0, *cum laude*

PROJECT EXPERIENCE

Visit Details and React Migration • Epic Systems

LEAD DEVELOPER • JULY 2024 - PRESENT

- Led a team of 4 developers in a large, multi-phase project to redesign and mobile optimize key pages in MyChart, coordinating with multiple teams to meet their needs and maintain site-wide standards
- Developed and maintained Gantt charts to track project timelines for a 7-person team, raised and handled deadline concerns, and provided weekly status updates to leadership and stakeholders
- Coordinated and led regular customer meetings with prominent organizations, such as Mayo Clinic, Kaiser Permanente, and Endeavor Health, to present designs, address concerns, and gather feedback

Visit Filtering Configuration • Epic Systems

SOLE DEVELOPER • OCTOBER 2023 - FEBRUARY 2024

- Owned the end-to-end development of an enhancement project to streamline customer build for analysts and improve performance for MyChart patients, covering design, project scoping, development, issue resolution, and readiness review
- Created and presented a comprehensive proposal outlining project objectives, scope, and methodology to analysts of 37 customers for approval and feedback

Language Learning Mobile App • Senior Capstone

PROJECT MANAGER/DEVELOPER • FALL 2020 - SPRING 2021

- Co-lead a team of 6 developers to create an augmented reality mobile app to help students learn Chinese in under 15 weeks

Planetarium Project • Undergraduate Research

CO-DEVELOPER • SPRING 2021

- Developed a multiplayer interactive game system for audience members at the Jim & Linda Lee Planetarium using Amazon Web Services

SKILLS

Programming Languages

JavaScript, TypeScript, HTML, CSS, Sass, C#, Swift & Kotlin

Tools & Platforms

Git, GitHub, XCode, Android Studio, Visual Studio Code & Unity Game Engine

Design Tools & Processes

Figma, Adobe Illustrator, Procreate, Wireframing, & End User Testing

INTERESTS

Books, video games, rock climbing, digital art, Harry Potter, quilting, knitting, crocheting, & 3D modelling