

Sarah Collins

FRONT-END ENGINEER

WORK EXPERIENCE

Software Developer • Epic Systems

MARCH 2022 - PRESENT

- Developed and contributed to 50+ development logs for MyChart, delivering features, enhancements, and fixes to directly improve healthcare access and patient experience for 190+ million users across web and mobile
- Managed an 8-person fix squad responsible for triaging, investigating, and fixing customer-reported issues, maintaining a 10-day turnaround to uphold quality standards
- Served as the subject matter expert for mobile for a 30+ developer team, providing key guidance on cross-platform design decisions, and coordinated monthly and weekly cross-team meetings for mobile experts to drive collaboration, share knowledge, and reinforce best practices

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EDUCATION

AUG 2017 - MAY 2021

B.S. Software Engineering

EMBRY-RIDDLE AERONAUTICAL UNIVERSITY

3.64/4.0 GPA, *cum laude*

KEY PROJECTS

Visit Details React Migration • Epic Systems

LEAD DEVELOPER • JULY 2024 - PRESENT

- Led a 4-developer team in a large, multi-quarter project to redesign and migrate one of the top 5 activities in MyChart from legacy code to a modern React architecture, creating a consistent experience between web and mobile, improving load times by 20%, and ensuring WCAG 2.1 AA compliance
- Collaborated with UX designers in weekly sessions to continuously iterate our UI based on customer requirements, user interview testing, and stakeholder feedback while maintaining adherence to site-wide standards and branding
- Managed project timelines via Gantt charts for a cross-functional team of 7, preemptively identifying risks and implementing mitigation strategies through transparent communication to leadership
- Led regular customer meetings with healthcare leaders, including Mayo Clinic and Kaiser Permanente, to showcase development progress, gather key feedback, and prioritize updates for the product roadmap

SKILLS

Programming Languages & Frameworks

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

Tools & Platforms

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

Design Tools & Processes

Figma, Adobe Illustrator, Procreate, & End User Testing

Visit Filtering Configuration • Epic Systems

SOLE DEVELOPER • OCTOBER 2023 - FEBRUARY 2024

- Developed a dynamic filtering system to personalize scheduling options based on patient data, simplifying implementation for analysts, improving usability by filtering out irrelevant choices, and optimizing performance as data scaled
- Independently led the full project lifecycle, from design and development to testing and readiness review, delivering a flexible solution that accounted for various customer setups
- Researched customer pain points, consulted experts, and presented a detailed project proposal to 37 customers to validate the design and refine the solution based on their feedback

INTERESTS

Digital art, UI/UX, design, books, video games, rock climbing, Harry Potter, quilting, crocheting, & 3D modelling

Language Learning Mobile App • Senior Capstone

PROJECT MANAGER/DEVELOPER • FALL 2020 - SPRING 2021

- Co-led the design and development of an augmented reality, location-based mobile app to help students learn Chinese vocabulary