

Software Development Experience

Senior UX Developer and **UX Developer**, ARCOS LLC, remote

April 2021 - January 2024

Senior UX Developer, November 2023 - January 2024

- Developed production-quality, front-end software for web and mobile applications using agile practices with **React**, **React Native**, **TypeScript**, **JavaScript**, **Postman**, **npm** and **Git** version control, creating reusable, scalable components for multiple company products
- Provided user experience guidance while building company's revamped design system with **Storybook**, **Style Dictionary** and **Figma**, implementing user interfaces as extensible code
- Mentored junior UX developers to help them grow their technical and professional skills

UX Developer, April 2021 - November 2023

- Developed software with front-end technologies listed in promotion to Senior UX Developer
- Worked remotely for company's Engineering team, using design system to build responsive, semantic and accessible **HTML** layouts, with styling in **CSS** and **Emotion** (CSS-in-JS)
- Led presentations for various company teams and customers using **Adobe XD** and **Lucidchart**

Software Developer, Marstone, Inc., Providence, RI

November 2018 - April 2021

- As part of UX team collaborated with designers to develop responsive, scalable, front-end components for enterprise-level web applications with **Linux**, **Angular**, **Angular Material**, **Google Material Design**, **Bootstrap**, **TypeScript**, **JavaScript** and **Sass**
- Developed code in Agile environment via Bitbucket and wrote unit tests with Jasmine test framework and Karma test runner to complete scheduled deliverables within biweekly sprints
- Drove ownership of UX team's work by iterating quickly over design specifications, championing accessibility and ensuring team's steady standing as top closer of sprint tickets

Tech Community Involvement

- Teach Advanced UX/UI at University of Massachusetts Dartmouth, Spring 2024 semester
- Attend workshops as a member of *Providence UX Meetup* and *Friends of Figma, Providence*

Education

- General Assembly, Providence, RI – three-month Web Development Immersive coding course
- Bowdoin College, Brunswick, ME – B.A. double major in Philosophy and Studio Art, *cum laude*