ABIGAIL RICTOR

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COMPUTING SKILLS, TOOLS, & STRENGTHS

- *Python*, *C#*, *Java*, *C++*, *C*
- *Typescript, Javascript*, *PHP*, *HTML*, *CSS*, *SASS*
- Frontend development; design concepts and popular JS frameworks, workflows, and libraries
- Visual effects using *React Spring*, *SVG*, *CSS*

- Mobile development with *React-Native*
- SQL and NoSQL database systems, *GraphQL*
- Automated test frameworks, tools, and concepts
- Product design, architecture, and decision making
- IoT hardware integration and problem solving

EXPERIENCE

Kovacs Systems, Denver, CO - *Senior Front End Software Engineer*   **APRIL 2020 - NOVEMBER 2022**

- Maintained and developed for a Node/ReactJS customer relationship management system (*Ringy*) that improved results for thousands of sales agents through automated marketing tactics
- Lead migration effort to move state and side-effect logic throughout codebase from *Redux-Saga* to *React-Query*
- Identified and creatively redesigned sticking points in user experience by understanding analytics on use patterns as well as first-hand accounts from clients and support staff
- Collaborated with senior engineers on major application design decisions, both visual and architectural, to determine code standards, plan features and refactoring efforts, and map out new microservice interactions
- Designed workflow and visual presentation for new and exciting products and features; independently produced client side of a modern video conferencing application (*Scopey*) for integration with primary product
- Promoted to senior after only eighteen months, in recognition of senior level performance and responsibilities

Hewlett Packard Enterprise, Fort Collins, CO - *Software Development Intern*   **SUMMER, FALL 2019**

- Saved hours of developer time during triage by creating a tool for the visualization and navigation of log files
- Parsed log information from 100,000+ line log files, stored and accessed data using PostgreSQL and GraphQL
- Intuitively displayed data in a locally hosted ReactJS web application; log entries follow the chronological flow of system activity and allow users to filter for more relevant events

Pelco by Schneider Electric, Fort Collins, CO - *Software Quality Assurance Intern*   **SUMMER, FALL 2018**

- Automated API testing for a security video management system using Python and Robot Framework

LEADERSHIP AND VOLUNTEER WORK

Extra Life @CSU - *Project leader*
NOVEMBER 2019
- Planned 24 hour charity event, obtained sponsorship and funding from local businesses, coordinated venue needs, and raised over $1000 for a local children's hospital

CSU ACM-W - *Treasurer, Webmaster, Ex-officio*
AUGUST 2016 - DECEMBER 2019
- Organized, attended, and volunteered for events designed to inform and create opportunities for women and minorities in Computer Science, serving in multiple leadership roles over the years

CSU Maker Committee - *Founding Member*
OCTOBER 2018 - DECEMBER 2019
- Coordinated student access to training and equipment for prototyping, woodworking, and metalworking at the Nancy Richardson Design Center

EDUCATION

Colorado State University, Fort Collins, CO
Bachelor of Science in Computer Science
DECEMBER 2019 GPA: 3.8

PROJECTS

- Environmental monitoring systems for plant and animal care using a Raspberry Pi for collecting data on temperature, humidity, soil moisture, and more. The data is used to automate the control of heating and misting solutions to maintain perfect terrarium parameters, and all reported to an internal web app

- Reimagined board games which are playable in-browser and allow multiple players to simultaneously conduct turns, updating to reflect other players' data by using websockets

- Browser based game "*Versed*" which obtains song data and lyrics with help from the Spotify and Genius APIs and serves it to the user in a quiz format

- Exploration of linguistic processing and text generation using Markov chains and neural networks with Pytorch to create computer generated poetry

- Recursive ray tracing rendering engine in C++ which produces images or animations of 3D space from transformed object (.obj) files