

# ABIGAIL RICTOR

FULL STACK ENGINEER and CREATIVE MIND

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## COMPUTING SKILLS, TOOLS, & STRENGTHS

- Python, C#, Java, C++, C
- Typescript, Javascript, PHP, HTML, CSS, SASS
- Frontend development; user experience design concepts and popular JS frameworks and libraries
- Extensive expertise in latest React version and its predecessors with substantial migration experience
- Design and prototyping tools, such as Figma
- Visual effects using React Spring, SVG, CSS
- Product design, requirements gathering, and priority-focused decision making
- API design instincts, familiarity with REST server tooling and frameworks in Node, Java, and Python
- Experience designing websocket microservices for live application updates and notifications
- Automated test frameworks and tools, such as Jest, Enzyme, React Testing Library, JUnit
- System administration and automation using cloud services or on-premise servers
- Exceptional technical communication skills across disciplines and skill levels

## EXPERIENCE

**Bento for Business at U.S. Bank, Remote** - Full Stack Software Engineer

**JULY 2023 - PRESENT**

- Collaborates with numerous engineering teams from different products and parts of the world in order to integrate Bento software with the existing financial systems at U.S. Bank with high attention to security and compliance requirements
- Works and communicates effectively on a fully remote team of engineers at varying experience levels and provides mentorship and onboarding support to junior developers and new hires
- Implements new React interfaces from prototypes and works closely with product and design teams to identify undefined requirements and give feedback on engineering needs
- Maintains and contributes to Java API controllers and services with support of dedicated backend engineers
- Writes thorough documentation that is actively referenced by employees throughout the company

**Independent Contractor** - Freelance Engineer and Artist

**NOVEMBER 2022 - JULY 2023**

- Constructed and developed for an enclosed Raspberry Pi system and peripherals to be used in a local escape room to synchronize room behavior with audio effects with physical, signal, and API triggered interface options.
- Illustrated and fabricated puzzles, jewelry, and other trinkets using a laser cutter and vector graphics software.

**Kovacs Systems, Denver, CO** - Senior Front End Software Engineer

**APRIL 2020 - NOVEMBER 2022**

- Maintained and developed for a Node/ReactJS based CRM (Ringy) in a fast-paced startup environment, improving results for thousands of sales agents through automated marketing tactics
- Led migration effort to move state and side-effect logic throughout codebase from Redux-Saga to React-Query
- Identified and creatively redesigned difficult points in user experience by responding to 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

## 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 logged and 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 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