Anna Park

SOFTWARE ENGINEER

CONTACT

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✉ AnnaPark.Developer
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📍 Los Angeles, California

🌐 Website

 Github

 LinkedIn

SKILLS

Frontend Development:
· JavaScript (ES5/ES6), HTML5 & CSS3
· Vue.js & Angular
· Bootstrap & Tailwind

Version Control & Development Tools:
· Git & GitHub
· Visual Studio Code & Chrome DevTools

UI/UX & Design:
· Figma & Miro
· Adobe Photoshop, Illustrator, InDesign & XD

Backend & Cloud Technologies:
· Node.js & Express
· PostgreSQL & Firebase
· Jenkins & AWS

PROFILE

Software Engineer with two years of experience in building & maintaining software solutions. Transitioned from a background in Fashion Design through an intensive bootcamp, bringing a unique blend of creativity & problem-solving skills. Passionate about clean, efficient code & eager for roles with greater technical challenges to drive impactful projects.

WORK EXPERIENCE

Associate Software Engineer   06/23 - Present
Savvas Learning Company

· Implemented a QTI 3.0-compliant essay scoring interface by integrating Angular & Vue.js for front-end development. Utilized Quill.js for the RTE, creating an intuitive interface and automating essay grading with an AI-powered scoring service
· Implemented QTI 3.0-compliant audio recorder/player using Vue.js to enable audio recording for interactive item types, enhancing the assessment experience
· Crafted unit test cases using Jest to improve test coverage & ensure the reliability of application components
· Utilized Git/GitHub for code reviews & repository management to ensure efficient code sharing
· Collaborated with cross-functional teams in Agile sprints by participating in key ceremonies to ensure smooth project execution

Software Engineer Intern   10/22 - 01/23
Poom

· Built & fixed bugs on the web application using React
· Used Firebase to implement user/customer profiles & utilize database
· Participated in daily stand up meetings & provided status updates with team

EDUCATION

Parsons School of Design   New York, NY   2012 - 2016
Bachelor of Fine Arts in Fashion Design

LearningFuze   Irvine, CA   2022
Over 800 hours of programming (+70 hours/week) in simulated work environment