Ayleen Piteo-Tarpy

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Skills

Programming Languages: Java, C++, Kotlin, Html, CSS, C#, Javascript
Developer Tools: Git, Docker, Jenkins, Azure DevOps, React
Operating Systems: Linux/Unix, MacOS
Languages: English (proficient), Mandarin Chinese (conversational)

Education

Bachelor of Science in Computer Science and Software Engineering Graduating Jun. 2025
University of Washington Bothell

Technical Experience

Software Engineering Intern Jun. – Dec. 2024
Chewy, Inc

- Implemented and maintained REST API endpoints to provide secure read/write access to data on vets, clinics, pets, pet owners, and Chewy entities, supporting an average load of 273 requests per second.
- Supported the operation and utilization of a PostgreSQL database with over 20 tables, enabling efficient data storage and manipulation for the Chewy corporation and related entities.
- Created a custom ownership flag for clinic entities to identify Chewy-owned clinics, empowering front-end teams to enhance user engagement by promoting Chewy Vet Care clinics through targeted visibility.
- Spearheaded the transformation of a legacy SOAP-based address validation service to a streamlined RESTful architecture, ensuring long-term reliability beyond the legacy system's life-cycle.

Course Grader and Peer Facilitator Jan. 2024 – Present
University of Washington School of STEM

- Apply expertise in data structures, algorithms, logical reasoning, and programming fundamentals to evaluate and grade student code submissions, identifying logical errors and inefficiencies while providing actionable feedback to strengthen their understanding of core concepts.
- Assess time and space complexity of Java and C/C++ programs using knowledge of computational efficiency to ensure alignment with course objectives and rubric standards.
- Conduct group tutoring sessions to enhance students' critical thinking and problem-solving skills, guiding them in coding assignments and presenting approachable challenges to prepare them for future programming careers.

Projects

MASKI Minigames | React, Typescript | github.com/bubseatbubs/maskiminigames Nov. – Dec. 2024

- Designed and developed an engaging, user-friendly UI for two interactive mini-games inspired by classic Snake and Endless Racing games, ensuring intuitive navigation and visually appealing game-play.
- Integrated the games into a React front-end, utilizing reusable components and effective state management to streamline development and enhance the user experience.
- Collaborated with team members in an iterative development process, deploying small incremental features, reviewing code, and running feature branches to build a cohesive application from the ground up.
- Managed the project life-cycle using Azure DevOps, applying Scrum methodology for sprint planning, task tracking, and team collaboration.

Notes to Self | HTML, CSS Jul. 2024

- Built a custom website for Amelia Day, a local musician, featuring a range of interactive and artist-specific functionalities, including animated art displays, an integrated storefront, and custom audio players with dynamic controls.
- Worked closely with the client to clarify project requirements, set realistic timelines, and iteratively refine the design based on ongoing feedback.
- Implemented responsive design elements and optimized assets to create an engaging experience across desktop and mobile devices with varying screen sizes, enhancing accessibility and user satisfaction.
- Hosted the final site on a homemade server, maintaining consistent uptime and low response times throughout the two-week public launch period.