

# JENNIFER PLAYER

## SOFTWARE ENGINEER

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## Skills

React  
Redux  
TypeScript  
Node.js  
Git  
HTML  
CSS  
React Testing Library

## Employment

### Greenlight Financial Technology Software Engineer

Atlanta, Georgia  
Apr. 2019 to Current

- Rewrote our registration web app and built it using a component mapper that handles each step of registration and can move around the order and appearance of the registration flow for experimentation purposes. Tech Stack: Next.js, Redux, Typescript, Sass, React Testing Library
- Worked on a team to rebuild the marketing website from a static html website to a React app that pulls content from a headless CMS. Tech Stack: Gatsby, GraphQL, Styled Components, React Testing Library
- Improved functionality on our customer service tool that allows the customer service team to be able to update customer's accounts and debit cards. Tech Stack: React, Redux, Node.js, MySQL, Redis
- Created weekly A/B tests for our registration web app and the marketing website to increase conversion rate.

## Projects

### Chattr

Mar. 2019

Chattr is a live chat tool for B2C and B2B companies to connect with visitors on their website. The product includes a dashboard for representatives to manage and engage in conversations, and a customer chat widget deployed as a code snippet.

Written using React on the front end and Node.js on the back end. Uses Socket.io for live chat between companies and customers, Firebase for authentication, Stripe for billing, PostgreSQL for the database, and Material-UI for design.

### Conway's Game of Life Emulator

Dec. 2018

A web app that emulates John Conway's Game of Life. A grid of cells that are either alive or dead that advance based on a set of rules that govern their replication and destruction. Includes features like changing grid size, choosing different colors for grid and cells, randomizing the grid, and manually clicking through the steps of the game.

Written using React.

### Multi-User Dungeon Game

Nov. 2018

An online multiplayer text adventure game that includes moving around different rooms, picking up items, player status, and messaging.

Written using React on the front end and Python/Django on the back end. Uses Pusher websockets for real-time messaging.

## Education

### Lambda School

May 2018 to Mar. 2019

#### Full Stack Web Development & Computer Science

30 week program that provides an immersive hands-on curriculum with a focus on computer science, software engineering, and web development.

Implementation of modern JavaScript environments and tooling (ES6+)

Detailed study and implementation of data structures and algorithms

Implemented responsive web pages with semantic HTML5 and modern CSS3

Developed Single Page Applications (SPAs) with ES6+, React, and Redux

Built various server-side REST APIs backed by relational databases

Extensive use of Git and GitHub