

Chrissy Fraser

Full Stack Software Engineer 🏠 San Francisco, CA 📞 (716) 393-1219

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Technical Skills

Programming Languages – Python 3, JavaScript ES6+, SQL, HTML5, CSS

Front-End – DOM manipulation, WebSockets, React, React Hooks, Redux Toolkit, JSX, Bootstrap, MaterialUI

Back-End – Django 4, FastAPI, Node.js, PostgreSQL, MongoDB, Firebase, RabbitMQ

System Design – Monoliths, Microservices, Domain-Driven Design, Message Passing, Event Sourcing

Developer Tools – VS Code, Docker, Git, Insomnia, Notion, Swagger

Application Development Experience

Software Engineer, VanderWeele Farms – 2022 Web Application for taking produce orders and streamlining processes for agricultural business VanderWeele Farms LLC

- Utilized **Fast Api** as the app framework for high performance and supporting asynchronous endpoints
- Created Front-End interface with **React & JSX** to render a **Dynamic Web App** with ecommerce utilities
- Implemented **SQL** database to store produce, customer, driver, & order data

Software Engineer, Vroom Vroom – 2022 Utility Web Application Project with Car Sales and Car Services microservices

- Constructed **Docker** containers for each new microservice and monolith for separation and scalability
- Created Front-End interface with **React & JSX** along with **Bootstrap & CSS** styling
- Utilized **APIs** to connect new **microservices** for Sales & Services to the monolith for data security, scalability, & bug isolation

Software Engineer, The Review – 2022 Book & Magazine Review Web Application Project

- Utilized **Django** as the REST app framework for streamlined simplicity and time-saving features
- Designed a user-friendly interface with **HTML** and **CSS**

Professional Experience

Software Engineering Intern | RadicalX

JUN 2023 - PRESENT

- Developing integral aspects of the RadicalX platform using technologies such as **Firebase**, **Node.js** and **React**
- Responsibilities include RadicalX Missions, subscription and payout systems, connection with the AI Manager, and integration with **GitHub Codespaces**
- Implementing **UX/UI** designs from **Figma** into workable features with clean aesthetics

Software Engineering Immersive Resident | Galvanize Inc.

OCT 2022 - APR 2023

- Worked on a large-scale production codebase for the Student Information System, developing new features and **debugging**
- Assisted 100+ engineering students with debugging & troubleshooting, and assisted training in **JS**, **Python**, and **Software Development**
- Gave instruction on best practices, citing **MDN**, **PEP 8**, and **ES6**, implementing Source Code Management (**SCM**) such as Git, **Continuous Integration**, and adhering to the Single Responsibility Principle (**SRP**)

Education

Hack Reactor | Advanced Software Engineering Immersive Program

2022

- 19-week software engineering immersive program with 1000+ hours of coding in an agile environment

University at Buffalo | BA in English, Minor in Linguistics

2015