

# Clarisa Leu-Rodriguez

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## WORK EXPERIENCE

### **Software Engineer | Nordstrom | July 2024 - Present**

- Backend-focused engineer on the ATLAS merchandise planning platform, an internal system used by buyers and planners to define product assortment. Design and build Spring Boot microservices backed by PostgreSQL, supporting complex domain workflows such as offers, line items, delivery distributions, and multi-delivery planning.
- Led major platform modernization efforts, including upgrading PostgreSQL across three major versions (to 16.x), migrating Spring Boot to 3.x, Gradle 9, and GitLab → GitHub migration to improve stability, performance, and long-term maintainability.
- Successfully upgraded the PostgreSQL database across 3 major versions to 16.x, improving database stability and performance.
- Implemented custom data aggregation and repository layers to power business-critical calculations (distributed units, channel distributions, delivery groupings). Deliver iterative backend enhancements in close collaboration with product, QA, and frontend teams, adapting to evolving requirements while maintaining service reliability.

### **Software Engineer | Meta | August 2021 - November 2023**

- Led the development of key features and owned workstream within wearable device application (internal product) related to storage management and navigation, contributing to user engagement and usability which received positive feedback in quarterly KPI surveys.
- Actively engaged in the planning and coordination of development sprints quarterly for team goals, ensuring that milestones were met according to plan - demonstrating the ability to organize tasks and collaborate with engineers, project managers, designers, and XFN partners effectively. Led the implementation of critical performance enhancements and bug fixes on a daily basis, improving app responsiveness and quality on wearable devices.
- Built a strong foundation in Android software development and an understanding of wearable device ecosystems while working alongside experienced professionals in the field.
- Primary development languages: Kotlin.

### **Software Engineering Intern | Facebook | June 2020 - September 2020**

- Successfully led the implementation and shipped the new gaming clips browsing surface for the FB Blue Mobile Application, enhancing the discoverability of gaming content on both the FB Gaming App and FB Games Tab in Hack / PHP.
- Actively participated in code reviews and received positive feedback for code quality and adherence to best practices.
- Actively participated in testing, debugging, and performance optimization - ensuring a polished and reliable application for end users (released to over 700 million monthly users).
- Maintained thorough project documentation, facilitating knowledge transfer and supporting future development efforts.
- Primary development languages: Hack and PHP.

### **Facebook University for Engineering Intern - Android Development | Facebook | June 2019 - August 2019**

- Successfully acquired fundamental skills in Android Development through an accelerated CodePath Program, which served as a foundation for my work in developing a travel application for my internship.
- Collaborated with two other FBU interns to design and independently develop a standalone travel application using Android, from ideation to execution - showcasing effective teamwork and an innovative approach to helping people remember where they have traveled and encouraging people to travel more.
- Led the design of an intuitive user interface, enhancing the overall user experience of the travel application and receiving positive feedback during user testing.

### **Software Engineering Intern | CueMed Inc. | June 2018 – September 2018**

- Contributed to the development of the front-end and back-end of new digital health product focused on improving medication adherence and health outcomes for individuals with chronic conditions.
- Successfully translated design specifications into functional user interfaces, maintaining design consistency and receiving positive feedback during user testing in ReactJS, NodeJS, CSS/SASS, TypeScript, JSON, and vanilla JavaScript.

## EDUCATION

### **University of Washington, Seattle | B.S. Computer Engineering & B.S. Applied Math | June 2021**

- Honors and Awards: Generation Google Scholarship 2019-2020, Motorola Solutions Scholarship 2019-2020, GHC + Tapia 2019 Scholar, BAVA Scholarship 2018-2020, Google Scholarship 2018-2019
- Leadership: Associate Officer for UW CSE ACM (October 2019 - June 2020), SWE Hacks19 Organizing & Leadership Team (November 2018 - April 2019).

### **Tacoma Community College | A.S. Computer Engineering & A.A. Computer Science | September 2018**

- Honors and Awards: Graduated with High Honors, Student of the Year Finalist 2017-2018, Math Student of the Year Runner-Up 2017-2018.