

ANNE CASTRILLON

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SUMMARY OF QUALIFICATIONS

Experienced full stack software developer with excellent proficiency in myriads of front end technologies including React, VueJS, and Typescript. Skilled at multiple backend languages ranging from NodeJS, Ruby on Rails, Java/Kotlin, Elixir, and PHP, polyglot able to adapt and learn any programming language without a problem. Fluent in Spanish and English. Have developed several low-level applications written in languages like Rust. Go-getter that produces quality results consistently and is able to work with others to deliver great experiences.

PROFESSIONAL EXPERIENCE

Tidelift - Senior Software Engineer — 2022 - 2023

Tidelift works with companies and open source maintainers to ensure that open source software packages meet certain standards. Users can subscribe to the Tidelift service, which vets organizations' software packages used, ranging from package managers like rubygems, npm, pypi, and many others.

- Led the way by mentoring junior members of the team by pairing with them and working on tickets together
- Assisted other members with code reviews and best practices and provided guidance and suggestions on how to write better code
- Created features that allow subscribers to view details about their software packages, including details about manifest files, vulnerabilities, and any standards that might be violated by their software
- Developed backend APIs written in Ruby on Rails to support frontend features, as well as reporting tools.
- Wrote extensive unit tests for every feature completed, ensuring code pushed to production was of the highest standards
- Sharpened front-end skills by adding new features to the frontend application using VueJS and Typescript

Enjoy Technology- Full Stack Software Engineer — 2022

Enjoy was a company that wanted to bring the store experience to the comfort of a user's home. They specialized in selling phones and accessories. The company went bankrupt in 2022 laying off over 110 employees.

- Worked with the "partner dev" team, which interfaced mainly with the partner companies like AT&T and Apple, making sure that e-mails, texts, and user interfaces are up to spec with what the partners are expecting
- Worked primarily with React on the frontend and Ruby on Rails on the backend creating user interfaces for people to schedule what was called an "experience", which entailed an expert driving to a user's home with phones, accessories, and anything they might need to buy

Stitcher (SiriusXM) - Full Stack Software Engineer — 2018 - 2022

Stitcher is a podcasting app and a distributor of podcasts who got acquired by SiriusXM in 2020.

- Took ownership of several projects used to support crucial features of the Stitcher app, such as a full stack management tool used to support the curation of the Stitcher homepage. Also created features on the backend and frontend to support "gifting" Stitcher premium subscriptions to other users

- Led the way in rewriting backend code from PHP to Kotlin, splitting up the monolithic PHP service into multiple microservices
- Worked on “aggregator” service in Kotlin which ingested millions of rss feeds within minutes
- Created several CRM tools from the ground up in various languages and technologies, like NodeJS, VueJS for the frontend, GraphQL, and Elixir. Tools are used by the customer service and content operations teams which help debug user issues or anything related to content, like a feed episode not showing up when it should

(Previous jobs available upon request)

SKILLS

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|---------------------------------------|--|---|
| • Agile Development | • Kafka | • React (Functional and class based components) |
| • AWS (S3, RDS, ECS, ECR, Cognito) | • Microservices | • Ruby on Rails |
| • Elixir (Mazurka, Phoenix) | • NodeJS | • Rust |
| • GraphQL | • PHP (Laravel, Lumen, other frameworks) | • Typescript |
| • Java/Kotlin (Spring Boot framework) | • Postgres/MySQL | • VueJS |

PROJECTS FOR PERSONAL GROWTH

- **Game Emulators:** Have built several emulators from the ground up using Typescript, Rust, and WebAssembly. Wrote a Gameboy emulator purely in Typescript without any additional packages or frameworks, as well as three other emulators written in Rust able to run in the browser via WebAssembly.
- **Blogger3:** Social media network similar to twitter, uses modern functional React (with Typescript) for the frontend and Rails 7 for the backend.
- **Game server:** a NodeJS/socket.io project that allows multiple players on screen to move around on a map. Includes basic collision detection and ability to fight other players.
- **Chat server:** Another NodeJS project, essentially a microservice of the blogger project that provides the backend infrastructure for the “chat” functionality in the Blogger app.

(Projects available at <https://www.github.com/annethereshewent>)

EDUCATION

- University of Texas at Dallas — Bachelor of Science in Computer Science, 2006-2010
- University of Texas at Dallas — Partially completed Master of Science in Computer Science - 2010-