ELIZABETH PARNELL

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SUMMARY

I started programming when I was asked to manage a multitude of social media accounts for a chain of hair salons. I was unable to manually manage them given the scale. Without much funding, I created programs to manage the multitude of accounts. From that experience I gained a passion to write software that can automate and improve our lives.

EMPLOYMENT

Software Engineer, *Wayfair*, Boston, MA   Dec. 2019 - Current

Emerging Services and Loyalty - Team owns International financing, Gift Cards and Rewards, Loyalty, and B2B financing.
- Found, debugged and fixed gift card refund bug preventing a 1.2 million dollar loss for the company. Implemented alerts using SQL and Datadog to make sure bug would not go undetected again.
- Work with multiple global partners, including Barclays, Klarna, Flexiti, and Paybright on international financial integrations.
- Establish and set up full health monitoring systems using InfluxDB, Grafana, Kibana, Elasticsearch, Chronograf, and Datadog.
- On on-call rotation for two weeks at a time. Responsible for triaging, managing and debugging any unexpected problems or software issues. Main touch point for team during this time. Answering all engineering questions that might come in from other teams or from our partners.
- Found, debugged and fixed gift card email failure preventing a customer loss of 180k.
- Debugged and fixed Paybright redirect error preventing a partner and customer loss of 50k.
- Architected, coded, and tested the new Barclays 6 month financing option. Worked with Barclays to test new API end points and created integration to interact with those new endpoints. Updated landing page for Barclays on site to include the 6 month option and updated checkout so a customer can select and use new 6 month option.
- Using React and JavaScript worked with larger group initiative to update the look and feel of checkout for our products.
- Using PHP unit test improved the test coverage for gift card improving code breaking deploys from happening 3 times a month down to zero.
- Partnered with Fraud Department to architect and implement an improved gift card fraud flow reducing operating tickets from 30 on average a month to 0.
- Owned and managed all Emerging Services and Loyalty Team retros ran every 2 weeks- responsible for ensuring that all action items are completed satisfactorily.

Jr. Software Engineer, *Wayfair Labs*, Boston, MA   Oct. 2019 - Dec. 2019

This program was for new engineers that were hired at Wayfair. New engineers are given two projects to be completed. After successful completion of the second project you are placed on a team.

Completed projects:

Dimensional Update Tool - A tool created to make it easier for someone to update the dimensions of a package.
- Fully responsive front end made with React and JavaScript. This tool needs to be made to fit hand held devices and larger computer screens.
- Back end was created with PHP and SQL with a MVC model.
- Using SQL able to search for a SKU and update it.
- Error logging implemented with Kibana, Elasticsearch, and DataDog.
- Double validation done on the front end and back end returning meaningful error messages to the user so they can fix their input.
- Change log implemented so a user is able to see when a package was changed and by who.
- Using the Image Resource System able to return the correct image for the SKU.

WaySpace - Social media tool for a customer to post their purchased furniture for their friends and family to see.
- Fully responsive front end using React and JavaScript.
- Built full data graph using GraphQL, PHP, and SQL.
- Able to retrieve data from the data graph using GraphQL and Apollo.
- Error logging done with InfluxDB, Chronograf, and DataDog.
- Implemented a 'based on what you posted' feature where it would suggest new items that you may like based on what you have bought and posted.
- Able to like and comment on another users posts.

General Assembly, *Software Engineer Tutor*, Boston, MA   June 2019 - Current
- Provide technical and behavioral interview preparation for current students; advise on best practices, provide feedback
- Participate in alumni panels for prospective students; provide advice on successful completion of program and job search strategies
- Offer online and video support to students during in course project sessions
- Provide one on one support for students who are experiencing varying levels of challenges, both technical and behavioral

General Assembly, *Software Engineer Immersive*, Boston, MA   Mar. 2019 - June 2019
- Completed 500+ hours over a 12 weeks program.
- Learned JavaScript, Ruby, Rails, Express, MongoDB, PostgreSQL, SQL, and React.

Completed 4 projects:
- Tic Tac Toe - Created a front end tic tac toe came that communicated with a pre built api. Implemented a login form so a user can create a profile, log in, and log out. Created a responsive game board using HTML, CSS, and JavaScript. Using JavaScript promises to successfully query and return any games that were not completed so a user would be able to finish them. Also returning how many games you have played, won, and loss.
- Pokemon Game - Full stack project - Created a responsive front end using HTML, CSS, and JavaScript and Ruby, Rails, and PostgreSQL for the back end. In the game you can create a profile with a log in using your email address. This field has validation so a user is unable to enter any invalid input such as a blank form field or a non email user name. A user can click a button and encounter a random Pokemon. They have the option to capture that Pokemon or can encounter another. A user can have up to 6 captured Pokemon at a time. Once they have a Pokemon you have the option to battle a Pokemon that you have encountered. The game logic is based off of rock, paper, scissor logic. Each Pokemon has a type water, fire, grass, psychic, ect. Water will beat fire, fire will beat grass and so on. If both Pokemon are of the same type I check the rarity of the Pokemon. The more rare Pokemon will win. If there are no clear winners based on type or rarity a random number is assigned to each Pokemon and the one with the highest wins.
- Would You Rather - Full stack group project. Using an agile development style we as a group created survey site where a user can submit a question with two possible answers. Once the user has submitted their question another user is able to answer the question and see how many other people have selected that question as an answer. This project was created with a responsive front end with HTML, CSS, and JavaScript for the front end and Express and MongoDB on the back end. Paired programmed the back end of this project. I was scrum master. My duties included running twice daily check ins where the team would go over where they are, what they did, what they are going to do, and any blockers that they might have. Also distributing remaining work to other team members.
- Capstone DnD Play - Full stack project created using React for the front end and Express, AWS, and MongoDB for the back end. Fully responsive front end where a user can create a profile with a unique log in. Using AWS I was able to allow a user to upload their own image for their character. A user is able to roll random stats with a random number generator that I created and able to level up their character as they play their game.

Various Salons, *Hair Stylist*, Nashua, NH
Managed social media accounts to reach over 4,000 people on a weekly basis. In charge of ordering and promoting products. Provided client centered services to new guest and returning guest.

SKILLS

JAVASCRIPT	CSS	PHP	JSON
React	Sass		
Node	Less		
Express	FlexBox		
Jest	Grid		

GIT	JQUERY	SQL	INFLUXDB
		PostgreSQL	Chronograf
		MySQL	

REDIS	KIBANA	POSTMAN	GRAFANA
	Elasticsearch		

JENKINS