

Emily Westerback

(763)-219-6707 | emilywesterback2@gmail.com | [GitHub](#) | [LinkedIn](#)

I am a solutions-focused software developer who actively listens, quickly learns, and adapts new methods to generate and implement creative solutions to complex problems in fast-paced, client-facing environments. With experience as a Technical Solutions Engineer, I excel at identifying root issues, anticipating problems, and constructing elegant solutions. I thrive in team environments, where I communicate with empathy and utilize everyone's strengths to develop the best possible products.

Professional Skills

Languages: HTML | CSS | JavaScript | React | ExpressJs | NodeJs | MongoDB | SQL | Sequelize | PostgreSQL | Python | Flask

Technologies: Version control | GitHub | Responsive Web Design | Command Line Interface

Leadership: Project management, Attention to detail, Technical Communication, Time management, and Highly organized

Development Projects

Tetris | [Deployed Project](#) | [GitHub](#)

- Developed a web-based Tetris game using vanilla JavaScript, CSS, and HTML within one-week

Barbershop Booking Buddy | [Deployed Project](#) | [GitHub](#)

- Developed a web-based barbershop booking app in a week on a team of three in PostgreSQL, Express.js, React.js, Node.js
- Individually owned the backend, contributed to the reviews, and booking pages

MentorUp | [Deployed Project](#) | [GitHub](#)

- Developed a web-based mentor search application for minorities in software in PostgreSQL, Express.js, React.js, Node.js
- Users can login, create a profile, find mentors, and message others on the platform

Professional Experience

Software Engineering Immersive Fellow

April 2021 - July 2021

General Assembly

Remote

- 500+ hour intensive full stack development program focused on common best practices in OOP, MVC frameworks, data modeling, and team collaboration strategies.
- Worked on a portfolio of individual and collaborative projects focused on building user-centric applications.
- Completed 100% of the assignments and projects, plus tutored students when they needed extra help

Manufacturing Systems Engineer

September 2020 - April 2021

Penumbra, Inc.

Alameda, CA

- Designed product labels and Instructions for Use (IFUs) for two new product launches under tight timelines.
- Led and resolved three non-conformance investigations, presented investigation results to the review board composed of department heads, and trained product builders on new procedures.
- Created and implemented 4 new procedures for country-specific labelling requirements, translating regulations into easy and efficient steps for product builders with diverse backgrounds.

Technical Solutions Engineer

July 2017 - February 2020

Epic Systems

Madison, WI

- Ensured the success of four healthcare organizations using Epic's ambulatory healthcare software by identifying the root cause of frustration and engineering solutions, resolving 100+ tickets.
- Learned Epic's programming language (M ANSI) within 2 weeks in order to identify bugs and configure the software
- Led my client's ambulatory IT teams to implement new features and optimize build to enhance user and patient experience by 2 tiers per Epic's gold star 10-tier system, an objective system measuring features that successful organizations utilize.
- Provided in-person software support for clinicians at seven hospitals' software deployments and upgrades
- Served as a mentor and customer service coach for four new hires and conducted 50+ phone interviews

Education

Software Engineering Immersive | General Assembly

Bachelors of Science Double Major in Biomedical and Mechanical Engineering | Rose-Hulman Institute of Technology

- Society of Women Engineers Fundraising Chair
- Niles and Nancy Noblitt Scholarship for Leadership Recipient
- FIRST Robotics Team Member (programming team)
- Chi Omega Recruitment Counselor