

Florence Wolfe (they/she)

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Versatile Full Stack Developer with 8+ years of experience in developing high-performance applications and implementing innovative solutions across diverse industries. Proven team leader and Scrum Master with a track record of achieving cost savings, enhancing efficiency, and driving product success through agile methodologies and strong technical capabilities across the entire stack. Recognized for being proactive, assertive, and a pleasure to work with.

- Expertise in both front-end and back-end technologies, including TypeScript, React, Electron, Node, Python, Graphql, MongoDB, PostgreSQL, MySQL, and more
- Proven experience in designing and building new features, simplifying existing services, and scaling company systems
- Strong project management skills and experience as a Scrum Master and Squad Lead, ensuring seamless collaboration and efficient delivery
- Consistently achieved cost savings and improved efficiency for organizations, including \$1M+ annual savings at Twitch
- Developed award-winning enterprise solutions and high-traffic customer-facing products, leveraging a comprehensive understanding of the software development lifecycle
- Effective mentor, providing guidance to developers of any level, fostering team collaboration, being a source of support and guidance
- Proactively identify and resolve issues, often taking the initiative to improve codebases and company processes
- Experienced in various aspects of the software development lifecycle, including quality customer service, product development solutions, and strategic planning

Professional Experience

Rippling

Senior Software Engineer - Reports Platform

⌚ 2023 – Present

📍 Montreal, Quebec, Canada

- Spearheaded the adoption of domain-driven hexagonal design through engaging lunch-and-learn presentations, comprehensive documentation, a demo repository, and hands-on implementation guidance, complemented by personalized coaching and code review feedback.
- Implemented a polling mechanism on the Front-End for a mission-critical workflow, boosting the success rate from approximately 69% to an impressive 99% by effectively mitigating API Gateway timeout issues.
- Identified and resolved front-end performance bottlenecks in an integral reports page that caused freezing, leveraging memoization techniques, component optimization, and refined data processing algorithms to deliver a seamless user experience.
- Developed new features and troubleshoot complex issues for high-value EOR and Partner Administrator reporting accounts, ensuring flawless functionality and an exceptional user experience.
- Authored multiple team-focused, and organization-wide RFCs for both the Front-End and Back-End to strategically plan for the long-term scalability and maintainability of the platform, making significant contributions to the overarching product strategy and technical roadmap.
- Recognized for being proactive and assertive in identifying and addressing potential issues, and always being a supportive and pleasant colleague.

Twitch

Software Engineer – Web Video Clients

⌚ 2021 – 2023

📍 Montreal, Quebec, Canada

- Resolved critical Nvidia Shield video issues, saving the company upwards of \$1M annually.
- Identified a strategic opportunity for potential annual savings of \$1M+ by conducting in-depth research and data gathering on the HEVC/h.265 codec for the Twitch platform, as confirmed by data science and BI teams, showcasing proactive analysis and cost-saving insights.
- Boosted video player unit test coverage by 30%, uncovering approximately 30 previously unidentified bugs in the process.
- Played a key role in a week-long hackathon, successfully releasing around 20M frozen usernames back into the user space.

- Implemented Nx monorepo tooling and re-architected major components of the living room video testing application to support multiple platforms.
- Collaborated with application teams to address platform issues and designed Cloudwatch dashboards for living room platforms, streamlining monitoring and management.
- Engineered a significant portion of the peer-to-peer broadcasting SDK, introducing design patterns and preparing the repository for open-source contributions, while authoring the majority of CI in Github Actions and developing customized automation tooling for deep end-to-end coverage insights.

Lightspeed Commerce

Software Developer II

 2019 – 2021

 Montreal, Quebec, Canada

- Developed a desktop application and driver to interface with printer hardware, successfully reducing aggregate support volume by nearly 15% and saving significant costs.
- Spearheaded the development of a production-ready Electron application, providing low-level control over thermal printers, computer monitors, and other POS hardware, enabling retailers to swiftly detect and address hardware issues.
- Undertook a challenging migration of a 15-year-old legacy monolith to Typescript, optimizing code quality, enhancing maintainability, and promoting efficient cross-team collaboration.
- Earned Scrum Master Certification and assumed the role of Scrum Master for a newly formed 13-person team, driving agile methodologies and maximizing team productivity.
- Distinguished as a Squad Lead, showcasing exceptional leadership and communication skills by documenting progress, updating stakeholders, and ensuring project success as the team's point of contact.
- Exercised exceptional project management skills by orchestrating scrum ceremonies and events, streamlining team collaboration, and boosting productivity.

NewKnow

Full Stack Developer

 2018 – 2019

 Montreal, Quebec, Canada

- Led the development of the front-end application for the company's latest product, delivering innovative solutions on time and within the agreed scope.
- Built new, flexible components that enabled clients to create customized training modules tailored to their unique requirements, enhancing user experience and engagement.
- Contributed significantly to the product roadmap and feature conception by leveraging extensive industry experience and monitoring emerging trends and user needs.
- Developed the application using an event-sourced microservices architecture, ensuring high scalability, flexibility, and resilience.

SweetIQ

*Intermediate Software Developer (2017 – 2018)
Junior Software Developer (2015 – 2017)*

 2015 – 2018

 Montreal, Quebec, Canada

- Rapidly promoted from Junior to Intermediate Software Developer, reflecting exceptional performance and contributions to the company's success.
- Orchestrated the development of an award-winning enterprise solution, serving dozens of clients and generating multi-million-dollar revenue, surpassing expectations.
- Engaged in the development of high-traffic customer-facing products, catering to hundreds of thousands of users per month and ensuring client satisfaction through timely delivery and top-notch support.
- Conducted on-site visits to enterprise clients, providing technical support and elevating overall satisfaction levels.
- Collaborated closely with product and design teams, ensuring consistent and seamless delivery of high-quality products.
- Mentored and guided junior developers and freelancers, empowering them to become self-sufficient contributors to the team's success and ensuring seamless team collaboration.
- Strategized and designed roadmap items to steer the product towards a profitable and scalable future, while contributing to architectural design decisions, such as crafting the Store Locator Solution in line with business objectives.
- Brought a unique sales-oriented mindset to all development and product meetings, fostering a culture of success and client satisfaction.

Projects

[therun.gg](#)

TheRun is an free, ad-less statistics tool for speedrunners.

- Core contributor to the frontend.
- Lead migration to Next 13.

[f4.lol](#)

This is my personal webpage built with Astro, Alpine, HTMx and Tailwind.

- Web application that's used as a test bed for some fun and new FE technologies.