Ginni Pinckert

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💼 EXPERIENCE

Creator, Software Engineer, *Edamame* ↗   2023 – present

Edamame (get-edamame.com/) ↗ is an open-source, distributed load-testing framework optimized for real-time collaboration apps. It simulates WebSockets and HTTP traffic for up to 200,000 virtual users.

- Developed a stream processing pipeline (2 million data points per second) for near real-time data visualization, leveraging StatsD aggregation, custom JavaScript and Go programs, and Grafana dashboards.
- Designed a storage strategy enabling data persistence for ephemeral containers (PostgreSQL, Kubernetes, EBS volumes).
- Architected and implemented RESTful database API facilitating app component communication (Node/Express, Docker).
- Contributed to Edamame's CLI, which automates the deployment and removal of AWS cloud infrastructure (EKS cluster, EC2 instances, Kubernetes, EBS Volumes, Elastic Load Balancer, IAM roles), reducing a 30-step workflow to one command.
- Built a user-friendly UI that streamlines load test management, using React and Tailwind CSS.
- Served as lead author for a comprehensive case study (get-edamame.com/case-study) ↗ providing an in-depth analysis of Edamame's problem domain, system design, and engineering decisions.
- Collaborated remotely with an international team of four engineers across three time zones using agile workflow.

Software Engineer, *Self-employed*   2020 – 2022

Developed freelance and open-source applications including:

- *Tour Stop Decider* - App that uses US Census data to determine whether or not a potential tour stop is financially viable.
- *Endpoint Bin* - Tool for collecting and debugging webhooks (DO Droplet, Nginx, MongoDB, Node.js, Express, React).
- *Itinify* - An interactive travel itinerary manager, with integrated weather forecasts (Express, Postgres, JavaScript, Handlebars).

Teaching Assistant, *Launch School*   2021 – 2022

- Conducted over 100 live-coding interview exams and provided actionable feedback to help improve students' performance.
- Evaluated student mastery of programming fundamentals by grading over 200 written assessments.
- Performed detailed code reviews on student projects, addressing bugs, syntax, code conventions, and OOP structure.
- Wrote, created, and produced over 100 video tutorials on topics such as Git/GitHub, Command Line Interface, and JavaScript.

Owner, Professional Organizer, *Odyssey Organizing*   2016 – 2021

Designed organizing systems and provided productivity consulting services, while managing day-to-day business operations.

🧠 SKILLS

Back End
Node.js, Express, Ruby, Go, PostgreSQL, MongoDB, REST APIs

Front End
JavaScript, TypeScript, React/Redux, Handlebars, HTML/CSS

Cloud
Digital Ocean, AWS (EKS, EC2, EBS, ELB, IAM, CloudFormation, S3) Heroku, Fly.io

Other
Git/GitHub, Docker, Linux, Bash, Kubernetes, HTTP, WebSockets, Jest, OOP, Nginx, Postman

🎓 EDUCATION

Launch School   2020 – 2022
Multi-year, mastery-based software engineering curriculum. Read more at launchschool.com/employers ↗

University of Southern California   2011 – 2013
Completed coursework in Philosophy, Literature, and History

📇 PROFILE

I'm a full stack software engineer with extensive experience in both JavaScript and Ruby, and I'm also proficient in TypeScript and Go. I use my experience as a Professional Organizer to write efficient, maintainable code and tidy up complex problems.