

Geraldine Ragsac

Software Engineer

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EXPERIENCE

Software Engineer

NomNomNow Inc. | nomnomnow.com

03/2022 - Present

- Led a full website redesign, migrating core front-end pages from server-rendered Jinja templates to React + TypeScript, creating a consistent, modern frontend architecture and reusable components.
- Revamped the signup funnel to reinforce the company's premium brand positioning and align with major retail and influencer marketing campaigns.
- Launched an account redesign with TailwindCSS, collaborating with the Creative & Marketing team to rebrand the customer account app for a consistent, premium experience.
- Rebuilt the customer self-cancellation flow, modernizing legacy Python code into a maintainable model-based architecture and improving churn reason data collection, resulting in better insights for targeted retention campaigns.
- Worked with the Product team to triage bugs, clarify technical requirements, and scope projects to support quarterly planning.
- Advised the Admin Tools team on frontend requirements and scoping, ensuring code consistency and maintainability, advocating for responsive and user-friendly design.

100Devs

03/2021 - 03/2022

Software Engineer

- Completed an agency-style MERN stack apprenticeship program, gaining hands-on experience in building and deploying web applications.
- Launched [Min To Win](#), a "Minute to Win It" games wiki, praised by users for its usefulness and user-friendliness.

Shepherd Research Lab

03/2019 - 08/2021

Web Designer & Developer

- Built and launched the lab's first WordPress website, customizing HTML/CSS and plugins to improve workflow, enable collaborations, and increase study participation.
- Owned full branding implementation for a 200+ attendee conference, including website design, print materials, and attendee welcome materials, strengthening event visibility and engagement.

SELECTED PROJECTS

Animal Crossing API | Personal Project | [Live Link](#) | [Code Repo](#)

Built and deployed a RESTful API for Animal Crossing 2.0 with Next.js, TypeScript, and Netlify serverless functions, using Netlify Blobs for static asset storage, enabling efficient game data queries for players and developers.

SKILLS

Languages: HTML, CSS, JavaScript, TypeScript, Python, SQL (BigQuery)

Tools: React, Next.js, TailwindCSS, Node.js, Express, MongoDB, Netlify (CI/CD, Serverless Functions)

EDUCATION

B.S. Human Centered Design & Engineering | University of Washington, Seattle, WA

2015