

# Geraldine Ragsac

Software Engineer

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## EXPERIENCE

NomNomNow Inc. | [nomnomnow.com](https://nomnomnow.com)

03/2022 - Present

### Software Engineer

- 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** | [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