Geraldine Ragsac | Software Engineer

hello@geraldiner.com • linkedin.com/in/geraldiner • github.com/geraldiner • geraldiner.com

SKILLS

Programming Languages: JavaScript, TypeScript, Python

Frontend Technologies: React, Next.js, HTML, CSS, SASS, TailwindCSS, Storybook, Jest, Cypress

Backend Technologies: Node.js, Express, Flask, MongoDB

Cloud & DevOps Tools: Netlify (Blobs, Functions), Vercel, Google Cloud Platform

Version Control Systems: Git, GitHub, GitHub Actions

EXPERIENCE

Software Engineer, *Nom Nom*   **Mar 2022 - Present**

- Launched a full website redesign that reinforced the company's premium brand positioning and aligned with nationwide retail and influencer campaigns by leading project planning with the Product and Marketing teams, and building shared signup funnel components, improving UI consistency and developer productivity.
- Delivered a premium user experience by redesigning the Customer Account App, building 18 shared components, 9 pages, and 2 user flows in React, TypeScript, and TailwindCSS, establishing a consistent, maintainable frontend architecture and laying the foundation for internal tooling modernization.
- Drove the modernization of the CX Admin App to mirror the customer-facing experience, improving cross-team alignment and reducing CX agent confusion by scoping 6 deliverables, leading QA, and creating documentation for non-technical stakeholders.
- Empowered the Marketing team to run more targeted retention campaigns with refined customer insights and improved churn data by rebuilding the self-cancellation flow with a model-based architecture in Python.

Software Engineer, *Animal Crossing API (Open Source Project)* | GitHub   **Aug 2025 - Present**

- Enabled developers to access and query Animal Crossing data efficiently by designing and building a RESTful API with Next.js, Netlify Functions, and Netlify Blobs, supporting scalable, real-time requests.
- Owned end-to-end project development, including API design, database modeling, and deployment, demonstrating full-stack technical competence and project leadership.
- Improved usability and adoption by implementing clear documentation, example queries, and deploying to Netlify, enabling others to integrate the API into their apps and tools easily.

Software Engineer, *100Devs*   **Mar 2021 - Mar 2022**

- Streamlined users' event planning by creating Min to Win, a searchable "Minute to Win It" games website built with React, Node.js, and MongoDB, praised for its usefulness and easy-to-use interface.
- Directed feature development on Together, a web-based group calendar app, identifying 3 opportunities to expand Storybook usage and creating example stories with documentation, boosting team learning and project momentum.
- Mentored early-career developers through code reviews, resume feedback, and interview guidance, enabling peers to build applications and secure their first software engineering roles successfully.

Web Designer & Developer, *Shepherd Research Lab*   **Mar 2019 - Aug 2021**

- Increased research study participation and enabled new project collaborations by building and launching 3 WordPress websites and implementing custom HTML/CSS.
- Boosted event visibility and attendee engagement for a 200+ participant conference by leading full branding efforts, including website, print materials, and attendee welcome resources.

EDUCATION

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