Emmalie Cole, Full Stack Engineer

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LINKS

GitHub, LinkedIn, Personal Portfolio

PROFILE

I'm a full-stack software engineer and final-year Computer Science student at Southern New Hampshire University, concentrating in Software Engineering. I'm currently interning at SmallChess, where I help develop educational chess software by working on both frontend and backend systems using React, TypeScript, Supabase, and Docker. My strongest interests lie in backend development and database design, especially where structured data and interactive experiences intersect—like building PGN pipelines, move selection logic, and lesson state handling. I value clean architecture, accessible design, and working on tools that genuinely help people learn. My goal is to contribute to projects that are technically solid, user-focused, and open by design. I want to be part of a team committed to building systems that remove barriers, foster mastery, and elevate users at every level.

EMPLOYMENT HISTORY

March 2025 – Present

Remote

SmallChess, Full Stack Software Engineer

Selected for a competitive engineering internship at *SmallChess*, a chess technology startup founded by industry veteran Ted Wong. The company develops educational and analytical tools to enhance the chess learning experience through cutting-edge software.

Key contributions:

- Developing and maintaining full-stack features for a chess training platform, leveraging React, TypeScript, Supabase, and Docker
- Designing robust backend services and managing database schema to support dynamic lesson delivery, PGN parsing, and Stockfish-integrated analysis
- Collaborating closely with UI/UX designers and engineers to refine core architecture, ensure performance, and maintain responsive, intuitive user interfaces
- Contributing to both web and mobile environments with a focus on modularity, testability, and long-term scalability
- Applying software engineering principles to solve domain-specific challenges such as move prediction, feedback integration, and lesson progression logic

This role has deepened my passion for building scalable systems that merge technical excellence with user-centered design—especially in applications that empower learning and lower entry barriers to traditionally gatekept domains like chess.

2024

Electronic Arts Software Engineering Virtual Experience Program, Electronic Arts

- Proposed a new feature for the Sims 4 and wrote a Feature Proposal describing it to other stakeholders.
- Built a class diagram and created a header file in C++ with class definitions for each object.
- Patched a bugfix and optimized the Sims 4 codebase by implementing an improved data structure

2005 — 2024

Alpha/Beta Game Tester, Freelance

- Conduct comprehensive alpha and beta testing for a wide array of video games, effectively identifying and resolving critical glitches and exploits to enhance user experience.
- Collaborate closely with multidisciplinary development teams to ensure optimal game performance and player satisfaction.
- Provide detailed analytical reports and actionable feedback on gameplay mechanics and functionality, contributing to the successful launch of high-quality games.
- Providing detailed feedback to development teams

EDUCATION

Oct 2021 — Oct 2025

Bachelor of Science, Computer Science & Software Engineering, Southern New Hampshire University

Sigma Alpha Pi Member — Remote

Oct 2021 — Dec 2023

Associate of Arts, Liberal Arts, Southern New Hampshire University

Remote

SKILLS

Github		HTML & CSS	
C++		TailwindCSS	
Java		Supabase	
DBeaver		Adaptability	
Python		Leadership	
JavaScript		Communication	
Typescript		Decision Making	
React (+native)		Time Management	

LANGUAGES

English	Native speaker	Russian	A2

COURSES

Nov 2023

Introduction to Computer Science & Programming Using Python, Massachusetts Institute of Technology