ISABELLA S. FELACO

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Education

University of Virginia, School of Engineering, Charlottesville, VA — Graduation: May 2024
Bachelor of Science in Computer Science

Skills

- *Languages:* TypeScript, JavaScript, C/C++, Python, PHP, SQL
- *Software:* CAD Software - Autodesk Inventor/Fusion, Digital, Atlassian (Jira, Confluence)
- *Web Servers/Runtime Environments:* Apache, Node.js
- *Frameworks:* React.js, Django, Express, Bootstrap, Next.js
- *Containers/Clusters*: Docker, Kubernetes
- *Version Control:* Git (GitHub, Bitbucket)
- *IDEs:* Visual Studio Code (VSCode), PyCharm, Eclipse, JetBrains, Cursor

Relevant Projects and Coursework

Internet Scale Applications (CS 4260)

- Completed a survey of methods for building large-scale internet websites and mobile apps
- Developed an understanding of performance engineering, scaling, security, and large team software engineering
- Cumulated in a working scalable online application using Node.js, Express.js, and Mongo DB

Programming Languages for Web Development (CS 4640)

- Developed dynamic web applications utilizing HTML5, CSS, JavaScript, Typescript, PHP, and SQL to implement fundamental web development concepts, emphasizing reliability and usability
- Demonstrated proficiency in client and server-side languages, database languages, and formatting languages, while exploring frameworks such as Laravel, Symfony, Angular, and React to enable interactive web pages and enhance development efficiency

Database Systems (CS 4750)

- Mastered fundamental concepts of database systems, including database design philosophies such as E-R and normalization, query languages such as SQL and relational algebra, and database system implementation encompassing data storage, indexing, and transaction processing
- Developed proficiency in database programming, focusing on database interfacing, web application security, and prevention of SQL injection attacks, while gaining insight into centralized and distributed relational databases as well as NoSQL databases, enabling informed decisions on database selection for real-world applications

Work Experience

Software Engineer I, **OpenGov**, Boston, MA — June 2024 - Present

- Worked end-to-end to develop a new settings feature
  - Extended the existing GraphQL schema to include additional properties
  - Integrated the new properties into the frontend API
  - Developed custom components in accordance with designers to ensure a user-friendly interface
- Developed UI to control and monitor our updated data ingestion process
  - Worked with designers and project managers to design and implement a settings page that visualizes data and allows users to trigger and customize data ingestion
  - Integrated the page into our Ember application using Dynamic React
- Contributed to a redesign of the product's form building capability
  - Developed custom UI to aid in configuring form fields, such as generating conditions and constraints
  - Applied optimization techniques for large forms, such as virtualization and context selecting
- Led the redesign of the product's form rendering capability
  - Authored a comprehensive frontend design document and presented it to the suite engineers
  - Leveraged react-hook-forms and React context to build a custom form provider
  - Created reusable and controlled inputs to render fields, both default and custom per consumer

Software Engineer Intern, **OpenGov,** remote — May 2022 - May 2024

- Developed React.js UI components using TypeScript to enhance user interface functionality
- Applied styled components, CSS, and Figma to ensure visually appealing and user-friendly design
- Created comprehensive unit tests using Jest and Storybook frontend workshop, ensuring robust code quality and reliability
- Utilized Git, Jira, and Confluence within an Agile development framework to facilitate seamless collaboration and project management