

June Pratt

Generalist Software Engineer with a focus on the web.

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EXPERIENCE

EBG — *Software Engineer - Email Development*

September 2024 - Present

- Overhauled a legacy system to a dynamic system to populate emails based on location and interest, boosting send rates by 2x and conversions by 58%.
- Using Liquid Script to algorithmically suppress users from marketing material based on purchase history.
- Designing Excel email builder forms with Python, VBA, and Node.js (TypeScript), so marketers can create compliant emails without touching code.
- Building a CI/CD pipeline and automated testing using Jira, BitBucket, and Zeta.
- Leading development working sessions for Liquid best practices.
- Managing Project Change Requests to increase capacity on our team.

Amáli Jewelry — *Software Engineer*

June 2020 - August 2024

- Built a B2B storefront using Oxygen, Sanity, and Hydrogen (Remix, Node.js, Prisma, GraphQL).
- Turned pen & paper sketches into a user-friendly storefront with a focus on accessibility and speed.
- Created a custom HTML email generator, so team members without any experience in HTML can create consistent newsletters.
- Built a custom referral app using Shopify's API, Mailchimp's API, Node.js, Express, and React.
- Implemented a front-end testing suite with Puppeteer and Lighthouse.
- Built a D2C storefront using Shopify's Online Store 2.0 using a custom theme.

Recurse Center — *Recurser*

May 2023 - August 2023

- Hosted creative coding events every Wednesday with random prompts.
- Built a tool for people to share stories across the African Diaspora using SurrealDB.
- Built test APIs of the aforementioned project with connections to EdgeDB, MongoDB, and Postgres.
- Exposed myself to new problems on LeetCode and solved them in JavaScript & Ruby.
- Paired on projects using Ruby on Rails and Roda.
- Participated in NeetCode study groups and paired on hard and medium LeetCode problems.

House of Pentacles — *Web Developer & Artist-in-Residence*

February 2020 - March 2021

- Built an entire website from the ground up using references and Figma designs.
- Extended functionality of a Wordpress/PHP site using vanilla JavaScript, while maintaining site speed.
- Built custom apps and leveraged Wordpress as a CMS.
- Created a map to find COVID-19 resources and mutual aid projects, as well as a user-friendly way to submit new resources using Node.js, vanilla JavaScript, and MongoDB.

Usha Oils — *Web Developer*

May 2019 - February 2020

- Built a storefront using HTML, CSS, Liquid, and JavaScript, which maintained a first paint of under 2 seconds.
- Integrated Shopify with Salesforce to create an automated inventory management system for both retail and B2B.
- Brought up UX pain points in monthly meetings as well as potential solutions.

Housing for New Hope — *Development Fellow*

November 2018 - May 2019

- Created a phonebank software and documentation using Microsoft PowerApp to track fundraising efforts.
- Created and executed the overall marketing and public relations strategy, developing communication tools to brand and streamline digital media and program communications.
- Created a website for tracking Point-in-Time Counts and impact.

Progress North Carolina — *Digital Fellow*

June 2018 - September 2018

- Provided technical support for the director of communications.
- Designed graphics to inform North Carolinians about issues in their state.
- Organized advocacy events and town halls across the state.
- Assisted with administrative duties, record keeping, and communications.
- Created emails and memo updates to inform citizens about the state of abortion in the United States.
- Built a public-facing website using WordPress and Drupal.

PROJECTS

Prattle – <https://dunamen.onrender.com/>

A daily word game based off of Bananagrams, written in TypeScript, built with React & a custom Bun SSR. Puzzles are generated using Node.js. Words are validated using a wordbank stored in a deterministic acyclic finite state automaton. Because puzzles are stored in a text bank, I can't share the source code for this project without spoiling the puzzles.

The New York Times – Mode White Label Embed

Created a full stack white label embed for The New York Times's Marketing Analytics team. The front-end uses vanilla JavaScript, CSS, and HTML. The server handles user authentication and signing urls and is written in Node. It's currently containerized using Docker and deployed on Google Cloud Run.

ByteCrawler – <https://bytecrawler.onrender.com/>

A rogue-like dungeon crawler with procedural dungeons built with React, vanilla Node.js, and Surreal DB. Users can share worlds by sharing their names. Everything is random from the character to the encounters. You can find the [backend code here](#) and the [frontend code here](#).

Apple Music to Spotify Playlist Converter – <https://itunes-spotify.herokuapp.com/>

A TypeScript/React project to convert iTunes playlists into Spotify playlists using the Node.js Spotify Web API wrapper built on top of [Poc275's converter/XML parser](#). You can find the [source code here](#).

Web Journal – <https://joonipea.com/journal>

A journaling app built with React. Entries are stored locally in your browser using [store-js](#) or with MongoDB. Accounts are made and accessed through Passport.js, MongoDB, and Express.js The heavy lifting for this page can be found [here](#).

EDUCATION

North Carolina Agricultural & Technical State University – Greensboro, NC

Honors College, Bachelor of Arts in Psychology, Class of 2018

Durham Technical Community College – Durham, NC

Associate of Arts, Class of 2016