



## KAYLEE MAVIS *(she/her)*

### SOFTWARE ENGINEER

I'm an experienced full stack software engineer adept in all stages of advanced web development. I specialize in front end with a deep passion for React. I'm also a designer and artist.

I pride myself on my breadth of experience across numerous disciplines and technologies. I thrive in both the deeply technical and the deeply creative.

## SKILLS

JavaScript TypeScript Python C# CSS SCSS SQL PHP Bash Cg React Redux MobX Gatsby Next.js Styled Components Emotion Material UI Radix UI Chakra UI Jest Leaflet PeerJS Stream SDK Chime SDK Express Sequelize Vive SDK Oculus SDK Hololens SDK Wordpress Git Webpack Vite Prettier ESLint Storybook Web Accessibility SonarQube Husky Jenkins Docker AWS GitHub Actions LaunchDarkly Optimizely Jira Confluence Salesforce Optimizely Visual Studio Code Postman Adobe Photoshop Adobe Illustrator Adobe InDesign Adobe Premiere Autodesk Maya Blender Unity

## EXPERIENCE

### Capital One

Cambridge, MA

### SENIOR SOFTWARE ENGINEER

Sep 2023 - Present

Developed experimentation solutions for many stakeholders at Capital One. Acted as a full stack engineer planning and implementing services for new initiatives around the Optimizely platform.

Played a key role in transitioning the internal experimentation platform from Adobe Target to Optimizely.

Led development of several Lambda microservices critical to data flow and security.

### Convene

Boston, MA

### STAFF ENGINEER

Jan 2022 - Apr 2023

Assumed high-level responsibility with a focus on architecting new work and collaborating with the product team to design tickets and delegate development work. Adopted a role as a technical authority and mentor for other members of the development team.

Led architecture discussions on all new projects, and evaluations of potential third party technologies and solutions.

Provided education and mentoring to the engineering team via extended code reviews, peer programming sessions, and learning presentations.

Acted as an authority on a majority of internal projects, and performed regular knowledge transfers to ensure the entire team was able to work effectively across products.

Established and championed an internal UI library used across all front end projects (based on Chakra).

**Convene**

Boston, MA

## **LEAD SOFTWARE ENGINEER**

Jan 2020 - Jan 2022

Served as technical lead for a team of developers working in an Agile process. Implemented key functionality for a variety of projects critical to the company's shift during the pandemic.

Advocated for and led adoption of technologies to improve developer experience and product quality, including TypeScript, monorepos (Nx), feature flags (LaunchDarkly), and headless CMS (Contentful).

Developed a customizable event site and deployment pipeline for hosting white labeled virtual conferences.

Developed a video conferencing app (using Chime) to support main stage events as well as interactive sessions. This app was also adopted as the primary communication tool within the company, used for everything from company town halls to ad hoc video meetings.

Developed a direct messaging chat widget to enable networking among event site users.

**Convene**

Boston, MA

## **SENIOR SOFTWARE ENGINEER**

Oct 2018 - Jan 2020

Established groundwork and best practices for a new engineering team. Spearheaded many projects key to the business's new direction as a tech company.

Established boilerplate projects, code quality standards, and CI/CD pipeline for new projects.

Collaborated with designers to deliver a self-service solution for reserving meeting rooms.

Built a portal app for members to reserve rooms, invite guests, order food, print, and more. This involved integrations with many third party services, such as Okta, Salesforce, and Robin.

Implemented multiple apps that embedded within and directly communicated with Salesforce, including an availability calendar that enabled salespeople to visualize bookings.

Led adoption of an internal NPM org and promoted a culture of building reusable packages and microservices.

**ICON Interactive**

Boston, MA

## **SENIOR CREATIVE DEVELOPER**

Sep 2017 - Sep 2018

Acted as the primary engineer on a wide variety of creative projects under rigid timelines.

Developed projects from concept through implementation with a team of creatives, providing technical guidance, effort estimates, and insights into feasibility.

Implemented site for customizing a limited edition watch in 3D using WebGL.

Scripted, designed, and developed a HoloLens experience in Unity to exhibit products at conferences.

Collaborated with a musical artist to create a VR music video in Unity.

Worked with a producer to create a VST of a real-world reverb plate in C++.

Integrated with and deployed to a variety of devices and platforms including: Windows, Mac, Android, iPhone, Vive, Oculus, Daydream, HoloLens; Play Store, App Store, Steam.

**Harvard University IT**  
**WEB APPLICATION DEVELOPER**

Cambridge, MA  
Aug 2016 - Aug 2017

Acted as the lead developer on a financial dashboard critical to accounting throughout all of Harvard.

- Led front end development of university-wide financial dashboard.
- Refactored and maintained a complex, performant application using React and Redux.
- Established and championed internal development standards.
- Adopted and refined Agile Scrum workflow, often acting as scrum master.
- Attended multi-disciplinary steering committee meetings to provide technical guidance regarding features and changes.

**Harvard School of Engineering**  
**WEB APPLICATION DEVELOPER**

Cambridge, MA  
Jun 2014 - Aug 2016

Acted as the front end specialist on a small team within the engineering school responsible for building administrative web apps for the university.

- Led front end development of a multi-school financial dashboard.
- Established an Angular boilerplate and development practices for the engineering team.
- Designed, developed, and deployed multiple administrative web apps.
- Collaborated with stakeholders and users in various departments to produce usable and effective applications.

## EDUCATION

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**Harvard Extension School**  
**MASTER OF LIBERAL ARTS, SOFTWARE ENGINEERING**

Cambridge, MA  
Oct 2014 - Jul 2017

*Graduated with the Dean's List Academic Achievement Award and a 3.9 / 4.0 GPA.*

**Northeastern University**  
**BACHELOR OF SCIENCE, COMPUTER SCIENCE & DIGITAL ART**

Boston, MA  
Oct 2009 - Jul 2014

*Graduated Summa Cum Laude with a 3.85 / 4.0 GPA.*

**Simsbury High School**  
**HIGH SCHOOL DIPLOMA**

Simsbury, CT  
Oct 2005 - Jul 2009

## INTERESTS

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Video Games   Board Games   Tabletop RPGs   Biking   Peloton   Massage Therapy  
Cooking   Guitar   Game Development   3D Modeling   Digital Painting