

Evie Marie Kolb

Full-Stack Software Engineer

GitHub: [/kongaiwen](#) LinkedIn: [/evie-marie-kolb](#) Email: eviemariekolb@gmail.com Phone: (812) 893-0585

Technical Skills

Languages: TypeScript | JavaScript | C#/.NET | Unity | Python | Bash

Front-End: React | React Native | Expo | Zustand | Redux | GraphQL | Next.js | HTML | CSS | Sass

Back-End: Node.js | Entity Framework | GraphQL | REST APIs | Prisma | PostgreSQL | MongoDB

Tools: Git | Docker | AWS | Cloudflare | Stripe | Shopify | Mocha | Chai | CircleCI | Unix Shell | GitHub | GitLab | Xcode | Android Studio | Unity Editor | Sentry | Segment | Google Analytics | CloudWatch | ArcGISPro | arcpy

Technical Experience

GoodMaps - Front End Engineer II

02/2024 - 11/2025

- Architected and implemented a custom text-to-speech library to ensure reliable and consistently timed in-app announcements across iOS and Android devices using a plugin architecture to account for multiple clients as well as being customizable with different speech synthesis APIs such as the ChatGPT TTS API
- Managed the upgrade process of our application from Expo 47 to Expo 50 which involved researching, isolating and accounting for all breaking changes as well as balancing native code version mismatches between our application's React Native layer and the inner Unity layer
- Orchestrated design, planning, task creation/delegation, implementation and oversight of a major multi-person and multi-service refactor to migrate existing codebase away from a MVC approach relying on event emitters and subscriptions towards a more "React-ful" approach utilizing React contexts, custom hooks and Zustand to seamlessly integrate events into the component lifecycle, increase performance and avoid memory leaks

Switcher Studio - Software Engineer

03/2022 - 02/2024

- Created a custom hook to wrap our generated API client to add functionalities such as: access to data/loading/error objects, callbacks for success and error, response data transformation, lazy fetching, Redux caching options and integrated loading animation
- Set up local and development environments for testing Shopify integration
- Owned the prototype for the Switcher Player, an embeddable video player that streams live video, hosts video playlists and enables creators to provide live shopping and gated content via Shopify and Stripe
- Engineered a video upload feature that allowed users to begin, pause, minimize and resume an upload session anywhere in the app
- Standardized common components to adhere to design system and be extendible via Typescript generics
- Co-planned the backend architecture for a gated video content feature which included managing one-time purchases and subscriptions via an integration with Stripe

borderless - Software Engineer, Jr. Software Engineer

11/2020 - 03/2022

- Led a team utilizing Agile methodologies and workflows
 - Conducted technical interviews and participated in the hiring process for several technical roles
 - Responsible for final code reviews and all stages of the deployment process such as: configuring CI pipelines, deploying Prisma data model changes, adding new secrets to AWS Secrets Manager and updating task definitions, managing Netlify builds, and writing AWS Lambda functions for recurring and custom actions
 - Represented the company in communications and meetings with the teams of third-party API partners
 - Managed team of two other engineers in a major multi-sprint third-party API integration requiring a new future proof backend architecture that supported multiple service providers
 - Built out user interfaces for new features such as: recurring payment plans, multi-currency balance management and CSV-powered mass payments
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Other Experience

United Airlines - Flight Attendant (Mandarin Chinese Qualified)

12/2015 - 11/2020

Education

Hack Reactor at Galvanize | Advanced Software Engineering Program

06/2020 - 09/2020

Indiana University | B.A. in East Asian Languages & Cultures - Mandarin Chinese

08/2010 - 07/2015