

KATE BOYD

Software Engineer

CONTACT DETAILS

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SOFTWARE SKILLS AND TOOLS

- JavaScript/ES6
- React, VueJS, AngularJS, Angular 4+
- TypeScript
- Node.js
- GraphQL, RESTful APIs
- HTML5, CSS3, SCSS/Sass, CSS-in-JS libraries
- Ruby on Rails
- SQL
- Testing with Jest, Enzyme, Jasmine, RTL, Karma, RSpec, etc.

OTHER SKILLS

- Agile Development
- Data Visualization
- UX/UI Design
- Adobe Creative Suite
- User Testing
- Public Speaking and Presentations
- Copy Writing and Editing
- Japanese Conversational Proficiency

EDUCATION

University of North Carolina at Chapel Hill

2013 - 2017, 3.84 GPA
BA in Media & Journalism, Multimedia Specialization
Second Major in Asian Studies, Japanese Concentration

EMPLOYMENT HISTORY

Software Engineer

THORN | August 2019 - Present

- Works as part of a small agile team to build technology to defend children from sexual abuse by identifying perpetrators and finding victims faster
- Set up initial structure and established best practices for component architecture, data querying, database schemas, API structure, and unit testing in a greenfield project
- Researched, wrote comparisons, and owned the decisions for various technologies in the application stack with a focus on long-term maintainability, scalability to handle terabytes of data, and the security of highly sensitive content
- Created multiple lightning talks and demos to share knowledge with the entire engineering department about React testing libraries, shared component library infrastructure, and other deep-dive topics
- Works with multiple third party organizations to integrate with existing legacy systems

Software Engineer

Travelers Haven | February 2018 - August 2019

- Maintained and developed new features in a large codebase using AngularJS, React, Vue, and Ruby on Rails
- Responsible for migrating legacy AngularJS controllers and components to React and adding test coverage
- Assessed the feasibility and technical requirements for new features in an agile team

Front End Developer

Sideline Fantasy Sports | May 2017 - February 2018
Company Acquired, August 2018

- Developed a mobile app from start to finish that was later acquired by a larger gaming company as the sole front end developer
- Used Ionic 3/Angular 4 to convert design prototypes into a working interface on iOS and Android
- Independently developed a front end architecture of components and services that could be used across multiple sports and gameplays
- Collaborated with a backend developer to handle retrieving and posting gameplay data to the Django REST server