

Louise Lehman

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WORK EXPERIENCE

MINDBODY, INC.

Software Engineer, Level II | February 2020 – Present

- Working on an overhaul of the scheduling feature set, utilizing Domain Driven Design to define the subdomains, workflows, and models owned by the team. Our team works on researching the data in its current state, defining its new structures, and creating APIs to manage the new data structures.
- Created a proof of concept in react of an interactive UI that integrated with our API, based on first-draft designs in Invision that our UX team created
- Contributed to work in microservices to support identity consolidation and external partner management, activity tracking, and billing services in AWS, and deployed using Docker

Software Engineer, Level I | October 2019 – February 2020

- Released development work in C# for bug fixes and feature work in the external API and webhooks push system, both APIs used by partners

Quality Assurance Engineer, Level II | March 2019 – October 2019

- Released development work on multiple bug fixes and feature work in react, ASP, and C# for the card-present payments integration system

Quality Assurance Engineer, Level I | January 2018 – March 2019

- Contributed to design reviews for card-present payments code implementation and test case coverage, and reviewed pull requests
- Implemented contract and behavioral automated tests in C# and react, in accordance with the Payments Teams' testing framework

Quality Assurance, Level II | October 2016 – December 2017

- Collaborated with team members across business, development, quality assurance, UX, UI, and copy disciplines
- Cooperatively coordinated and communicated for software releases

Software Test Technician | May 2016 – September 2016

- Planned, created, updated, and executed test plans and test cases, in accordance with business requirements and company quality standards
- Troubleshoot and communicated issues with the team

SANTA CRUZ BIOTECHNOLOGY (SCBT)

Web Data Analyst | February 2015 – April 2016

Managed and transferred web content for website reconstruction projects. Organized, modified, and created database structures, tables, and layouts in FileMaker Pro Advanced. Interfaced with the graphics department, management, and sales representatives to update web content and fix errors. Read and extracted information from PHP. Created website mark-ups and mock-ups in Photoshop.

SOCIAL SCIENCES COMPUTING, UCLA

Student Programmer | June 2013 - September 2013

Worked on adding features and fixing bugs on <https://ccle.ucla.edu/>, a website for classes at UCLA used by instructors and students.

UCLA MARINA AQUATIC CENTER

Dockmaster | August 2012 - September 2012

Acquainted renters with the facility, assisted them with setting up and using the equipment, and supervised those out on the water.

Youth Instructor | June 2012 - August 2012

Supervised and taught children from elementary to high school age how to sail, windsurf, kayak, and paddleboard.

SKILLS

C#

react

REST API

Microservice Architecture

Git

SQL

Relational Database Structure

Object-Oriented Programming

Automated Testing Pyramid Architecture

C++

Process

Scrum

Kanban

Test Plan and Test Case Development

Code Implementation Design Reviews

Domain Driven Design

Tools

Microsoft Visual Studio

VS Code

Invision

SQL Server Management Studio

Postman

TFS / VSTS / Azure

- Work Item Lifecycles
- Scrum and Kanban Board Setup
- Dashboard Configuration
- Query Creation and Display

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

B.S. in Computer Science

Graduated June 2014

EXTRAS

MINDBODY Mentorship Programs

- Mentee in CTO Org Mentorship Program | 2021
- Mentor in Quality Assurance | 2018
- Mentee in iOS Development | 2017

MINDBODY Women in Tech

- Social Chair | 2017

UCLA Sailing Team | 2010-2014

- Co-Treasurer | 2013-2014