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ELIZABETH M LOVERO

I am a Full Stack Engineer experienced in both art and technology. I am passionate about human-centric design, lifelong learning, and digital preservation.

TECH EXPERIENCE

Haven Life/MassMutual   06/2017-present
Developer   New York, NY
- Full Stack Developer on redesigned direct to consumer term life insurance application *Haven Life*. Front End developer for *Haven Life Plus*, an ancillary services center called "a pioneer" in the 08/18/18 issue of *The Economist.*
- Design and execute reusable metadata-driven Angular 2 components on a Node stack. Architect integrations with Indicative analytics, isomorphic rendering and reCaptcha in Angular. Built a Quotes widget for third party sites.
- Business analyst for the marketing and analytics group. Write tickets and documentation for partners API. Co-lead for all staff developers meeting, Isomorphic Guild, coordinating interdepartmental dependencies and agendas for 50 devs.

Simple Labs, Inc.   09/2015-06/2017
Engineer   New York, NY
- Front End Developer on both user and admin CMS web applications *diem* (abetterdiem.com), *SwellBaby,* and *Swellist.*
- Design and execute reusable React components in ES6 with JSX on a Node/Express stack using Redux and Flux architecture, React Router, and Webpack builds. Visualize admin data using d3.js library. Update API routes as needed.
- Completed refactoring of fragmented CSS on admin/user stack into modular SASS. Oversee browser compatibility, mobile performance, and responsive layouts.

Freelance/Contract   05/2011-06/2015
Web Developer & Digital Project Manager   Austin, TX / New York, NY
- Designed landing pages and HTML/CSS/JS websites for cultural institutions and creatives. Tackled UX research and redesign for educational platforms. Conducted stakeholder interviews, built journey maps, drafted personas.
- Tackled logistics and implementation for digital art production, education programs, and events. Oversaw budgets, coordinated with staff, vendors, and other stakeholders. Clients included American Museum of Natural History, New Museum, and Museum of Contemporary Art Santa Barbara.

TECHNICAL SKILLS

Programming   Design / Prototyping
CSS3, SASS, HTML5   Sketch, Photoshop, Illustrator
JavaScript (ES6), Node.js, Express, D3.js, jQuery   InDesign, Axure, OmniGraffle
React, Redux, Flux, Angular   UX research with Morae, Silverback
Ruby, Sinatra, Rails, PHP, Wordpress
Python, R, SPSS, SQL, MongoDB   Tools
                                                                  Git, Webpack, Gulp

PROJECTS

Decibel NYC **– New York City Noise Map**

Devised an algorithm that weighted Foursquare, Yelp, Google Places, and NYC Open Data to generate a customized, interactive heat map of New York City noise complaints ordered by time and type. Used jQuery and Ajax to load and toggle 24 successive heat maps across an hourly slider.

SortingHat.co – **Harry Potter Slackbot**
Slack slash command that sorts users into a Hogwarts House based of the hexadecimal value of the user's name. Built using Slack API on a Node.js / Express API and hosted on Heroku.

ArchiveView - **Visualizing Archival Collections**
Built on D3.js library, interactive chart compares collection development at the two largest University of Texas archives over time. Wrote jQuery scraper to collect data from University XML documents and RegEx parser to normalize data.

EDUCATION

The Flatiron School   August 2015
Web Development Fellow

The University of Texas at Austin   August 2014
Master of Science in Information Studies

Hunter College   2009-2011
Coursework towards a Masters in Art History

University of California Santa Barbara   June 2004
BA with High Honors, French and International Relations

OTHER EMPLOYMENT EXPERIENCE

The University of Texas at Austin   2013-14
Graduate Fellow   Austin, TX
- Assistant teacher for courses in Human Computer Interaction, HTML/CSS, and Mobile User Experience. Oversaw operation of eye-tracking lab. Lectured on usability principals and led design thinking workshops.
- At Harry Ransom Center, oversaw production of 3-5 digital collections annually: selected, digitized, and cataloged collection materials. Lead technical design and implementation of a comprehensive user satisfaction survey.

Whitney Museum of American Art   2007-08
Curatorial Assistant, 2008 Whitney Biennial   New York City
- Liased with artists, gallerists, outside curators, and other museum staff to coordinate loan requests, installation, transit, and image materials for 20 artists in the exhibition. Worked with Art Production Fund on related performances.
- Maintained TMS database records for all art objects. Guided catalog production and drafted didactic texts.

Museum of Contemporary Art Santa Barbara   2004-07
Assistant Curator   Santa Barbara, CA
- Met with artists, galleries, outside curators, and Executive Director to facilitate the presentation of 16-18 exhibitions annually. Acting as Registrar, oversaw exhibition planning and installation. Maintained inventory database, organized shipping, prepared materials for transport.