STEFFANIE LOPEZ

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Teacher turned software engineer. Leveraging my experience in education, I bring a unique perspective to my team, enabling me to tackle problems and design solutions that optimize learning experiences, streamline processes, and enhance accessibility to all users.

LANGUAGES	FRAMEWORKS	TOOLS/PLATFORMS	DEPLOYMENT/
Java Python JavaScript CSS / CSS in JS HTML5 C# Swift SQL	React / React Native Bootstrap Jest jQuery Flask Node	Git / Github Chrome DevTools Postman Firebase AWS RESTful APIs Unity	DATABASE PostgreSQL Heroku Github Pages Itch.io DynamoDB

EXPERIENCE

AMAZON SOFTWARE DEVELOPMENT ENGINEER INTERN

FEB 2023 - JULY 2023

- Contributed an integral role in developing and implementing a design that effectively reduces business costs and optomizes software performance
- Designed a library and updated documentation to improve user-friendliness and provide information on features and implementation, ensuring seamless implementation for current and future clients
- Actively participated in the development process and followed Sprint workflow practices, including involvement in operations, planning, daily standups, and retrospectives

MIDDLE SCHOOL MATH TEACHER CALIFORNIA VIRTUAL ACADEMIES

AUG 2020 - MAY 2022

- Utilized educational solutions to effectively differentiate education, catering to diverse learning styles and abilities, resulting in increased student participation and achievement
- Leveraged data-driven insights to inform instructional decisions and personalized interventions, leading to noticeable academic growth and confidence among students
- Facilitated seamless communication and collaboration between students, guardians, and administration through learning management systems, enabling timely feedback and support for individual student progress
- Embraced the role of a technology integration leader in the education community, sharing best practices and innovative approaches to leverage software tools for improved math instruction, ultimately positively impacting the professional growth and pedagogical practices of fellow educators

PROJECTS

GNOME-AGOTCHI C#, UNITY, ITCH.IO, AESPRITE

Developed a virtual pet simulator video game using Unity and C# to provide an interactive way for users to manage their emotions. Integrated a user interface that plays a critical role in the overall player experience, utilizing seamless and organized presentation.

INSPIRATION BOARD PYTHON, REACT, JAVASCRIPT, HTML, CSS, POSTGRESQL, HEROKU

Collaborated in a 4-person team to design and create an interactive web application that enables users to post inspirational messages to a board owned by multiple individuals. Led the front-end design and development of a React-based web application, utilizing Props and Hooks to implement user interface.

EDUCATION

ADA DEVELOPERS ACADEMY FULL STACK WEB DEVELOPMENT

An 11-month, highly selective and rigorous full-stack software development training program for women and gender expansive individuals. Curriculum covers Agile Methodologies and Computer Science Fundamentals with 2000+ learning hours and a 5-month internship.

GRAD: JULY 2023