Lauren E. Smith

Hollister, CA | (925) 786-1166 | l.e.smith6@gmail.com
github.com/luckbringer153 | linkedin.com/in/lauren-smith-bb581b9a/ | Personal Site

Hello! I am a "full-stack" engineer seeking an entry-level role in web or database design. My background is in industrial engineering, and I currently specialize in front-end and back-end web and database development.

SKILLS

JavaScript, HTML, CSS3, PostgreSQL, VBA, C#, Transact-SQL, React, NodeJS, jQuery, Express, REST API, CRUD functions, Git, Heroku, VS Code, Office365, Visual Studio, SQL Server 2014 Management Studio, Microsoft Visio, Microsoft Lists, Krita

EXPERIENCE

Insight Global, Remote | *Business Analyst II*   02/2021 - current
- Prototyped project planning application in Microsoft Lists for IG's solution architects
- Consulted with Pacific Gas and Electric (PG&E) to compile 60K+ wildfire ignition reports (2014 to 2022) and with Chevron to update documentation across multiple CA steam plants

E. & J. Gallo Winery, Modesto, CA | *Reliability Engineering Intern*   04/2020 - 10/2020
- Installed error-tracking cameras within two bottling machines, which allowed us to determine that the root cause of wine bottles bursting on the line was a misaligned bottle holder
- Created efficiency V-curves for three lines based on gathered time studies data to update baseline used by other engineers in the department
- Solo-developed A3 project to decrease the number of faults on one line's palletizer by a projected 10% by adding more rollers to the box sealer, thereby increasing the machine's consistency

Glanbia Nutritionals, Twin Falls, ID | *QA and Tech Services Internships*   06/2018 - 08/2019
- Developed project organizer and project scheduler using VBA in Microsoft Excel to be used by project managers across multiple international sites for many large-scale projects
- Developed protein powder production scheduler using VBA in Microsoft Excel that reduced time spent cleaning between batches by a projected 8%

SOFTWARE PROJECTS

Capstone: "Plant-O-Licious" E-Commerce Site (in progress) | Developer | GitHub   04/2022 - 05/2022
In a 3-person team, developed a web application allowing users to securely log-in and order plants using a persistent, personalized cart. Updates to the products table permitted for users with admin privileges.
- Languages used: JavaScript, HTML, CSS, React, PostgreSQL, CRUD API, Krita

Jelly Bean Mancala Board Game | Developer | Link to Game | GitHub   03/2022
Solo-developed a web version of the popular board game incorporating 2-player functionality, basic animations, and sound effects
- Languages used: JavaScript, HTML, CSS, Krita

"Shooting Gallery" 2D Game | Developer | Link to Game | GitHub   12/2021 - 01/2022
Solo-developed a short game in Unity with self-created assets and basic functionality
- Languages used: C#

Capstone: OSU Food Pantry Renovation | Industrial Engineer | Link to Folder   09/2019 - 03/2020
Project manager in a 4-person team to improve the OSU pantry's efficiency by 15% and customer satisfaction by 12% by streamlining its layout and implementing customer feedback

EDUCATION

Fullstack Academy / San Jose State University | *Web Development Certificate*   02/2022 - 05/2022
- 6-month intensive bootcamp encompassing front-end, back-end, and database development

Learning Resources Network (LERN) | *SQL Certificate*   06/2021 - 08/2021
- Multi-month course teaching SQL using Microsoft SQL Server 2014 Management Studio

Oregon State University | *Bachelor of Science* | GPA: 3.34   09/2015 - 03/2020
- Majored in industrial engineering, minored in food technology