

Lucy Gouvin

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SUMMARY

Front End Engineer with a background in Agile Project Management and a passion for user-focused software. Known among teams for the ability to see how all the moving pieces come together to create a finished product. Highly adaptable and resourceful problem-solver who is both motivated to work independently, and eager to collaborate with a bigger team.

TECHNICAL SKILLS

- JavaScript, CSS, HTML, React, Apollo, GraphQL, MySQL, MongoDB, Handlebars.js, Node.js, Express.js, jQuery, Bootstrap, Python, Git, REST APIs, Figma
- Agile methodology, Waterfall methodology, Jira, Trello, Slack, GSuite, Microsoft Office, Mac, PC

PROJECTS

PartyMaster | github.com/lucygouvin/PartyMaster-revamp | partymaster-7e6463aa0df4.herokuapp.com/

- PartyMaster can add events, invite guests, manage contributions, track RSVPs, and share information all in one app.
- Wrote TypeDefs and Resolvers to handle event creation, guest invitation, editing, comments, RSVPs, and contributions, as well as React components to receive and display the results.
- Led team by designing and implementing features, spearheading code review, QA testing, and ensuring robust UX.
- Technologies: JavaScript, Apollo, GraphQL, React, Node.js, Express.js, HTML, CSS, MongoDB, Mongoose, Git

CookBookmark | github.com/sjones-njones/Recipe-Book-Group-3-Project-2 | vast-badlands-21401-8850fb886623.herokuapp.com/

- CookBookmark helps users find new recipes, save them to their account, and print them with perfect formatting.
- Created JavaScript fetch requests to integrate with third party API and parse the returned data.
- Crafted visually appealing and responsive user interfaces with Bootstrap, Handlebars templates, and custom CSS.
- Wrote clean, efficient, and maintainable code, helped design and troubleshoot app's REST API and SQL database.
- Technologies: JavaScript, Node.js, MySQL, REST APIs, Bootstrap, MVC, Handlebars.js, Express.js, HTML, CSS, Git

Grapevine | github.com/lucygouvin/grapevine | lucygouvin.github.io/grapevine/

- Grapevine combines safety statistics from several APIs to provide a detailed evaluation of travel destinations.
- Implemented interactive map, passing coordinates to API fetch requests. Rendered results into a user-friendly UI.
- Technologies: JavaScript, HTML, CSS, Mapbox API, OpenWeatherMap API, Precisely API, Amadeus API, jQuery, Git

EXPERIENCE

Schell Games, Pittsburgh, PA — *Senior Producer*

SENIOR PRODUCER, SEPT 2021 - PRESENT

ADVANCED PRODUCER, MAY 2018 - SEPT 2021

GAME PRODUCER, DEC 2016 - MAY 2018

PRODUCTION FELLOW, JUNE 2016 - DEC 2016

- Led full software lifecycle, including concepting, development, iteration, QA, deployment, and post-release updates.
- Defined product capabilities, customer requirements, and scope with clients; delivered on time and on budget.
- Leader for Agile development processes, including running sprint planning, daily scrum, and retrospectives.
- Developed tools, templates, tutorials, Jira customizations, and best practices for the Production department.
- Reported progress, risks, schedule, and dependencies to clients, external stakeholders, and studio leadership.

Fay Games, Amherst, MA — *Producer*

MAY 2015 - JUNE 2016

- Anticipated needs of a fast-paced production of educational mobile game by solving problems in advance.

- Facilitated communication with a remote team of 7 through group meetings and individual follow-up.
- Adapted to evolving priorities by assigning tasks, giving notes, and monitoring progress.

Word Snack HD, Hampshire College, Amherst, MA — *Art Producer*

FALL 2014

- Worked with a team of 40 students to create a mobile word game, directly managing twelve 2D and 3D artists.
- Structured meetings and presentations to efficiently gather and give feedback in a short production timeline.
- Communicated between departments to ensure all art needs were satisfied and deadlines met. Shipped 2014.

Real Live Theater, Hadley, MA — *Company Manager, Founding Member*

SUMMER 2013 - JUNE 2016

- Updated records, facilitated meetings/rehearsals, distributed information for productions and the company.
- Coordinated a multi-state theatrical tour with venues, actors, director, and local publicity.

EDUCATION

University of Pennsylvania, Online — *Full Stack Web Development Bootcamp Certificate*

MAY 2023 - NOV 2023

- Excelled in fast-paced, career-focused bootcamp and mastered a variety of front and back end technologies.
- Comfortable with unit testing tools, test driven development, declarative and functional programming, object-oriented and event-driven paradigms.
- Individual projects include: social media API, blog, note taker, calendar scheduler, weather app, password generator.

Smith College, Northampton, MA — *Double B.A., Studio Arts and Economics, cum laude*

SEPT 2012 - JUNE 2016

- Participated in Smith-Tuck Business Bridge Program introduction to business school for liberal arts majors.
- Kahn Institute scholar selected to participate in multidisciplinary independent research.