

LYNDSI WILLIAMS

Full-Stack Web Developer

lyndsikaywilliams@gmail.com | (850) 418-7397 | Pensacola, FL - Only open to remote

[Portfolio](#) | [GitHub](#) | [LinkedIn](#) | [Tech Blog](#)

SKILLS

React | Redux | React Context | React Testing Library | Jest | RESTful API | Javascript | Typescript | HTML | CSS | Emotion | LESS/SASS | Deployment | Git | GraphQL | NodeJS | Express | SQL | Python | Agile/Scrum methodology

EXPERIENCE

The Apache Software Foundation -- Apache Superset Committer

October 2021 - Present

- Implement feature work with clean, maintainable code
- Review code in pull requests to ensure everything stayed within the project's code styles
- Remove tech debt by cleaning up errors/warnings in the code, converting JavaScript files to TypeScript, and converting Enzyme test files to React Testing Library
- Improve and maintain frontend component tests
- Contribute to an ongoing initiative to remove async warnings from the test suite

Preset -- Full Stack Software Engineer

March 2021 - February 2023

- Worked with a team of frontend and backend developers, QA, and design using Scrum/Agile methodology
- Planned out feature work by breaking it down into tickets and building architectural diagrams
- Implemented feature work with clean, maintainable code
- Reviewed code in pull requests to ensure everything stayed within the project's code styles
- Created dynamic functional components to be used throughout the product
- Removed tech debt by cleaning up errors/warnings in the code, converting JavaScript files to TypeScript, and converting Enzyme test files to React Testing Library
- Improved and maintained frontend component tests
- Upkept an ongoing initiative to remove async warnings from the test suite
- Co-lead the Community Partners program - we helped new open-sourcers learn to contribute to open source projects by assisting with their first Superset contributions

Bloom Institute of Technology (formerly Lambda School), Remote -- Team Lead

March 2020 - June 2020

- Delivered 1:1 feedback and code review on a weekly basis
- Mentored a team of 7-9 students that emulates a real work environment using Agile methodology
- Facilitated daily standup meetings to build camaraderie and provide guidance for that week's study material

PRO Unlimited (Electronic Arts), Baton Rouge LA

March 2011 - March 2012, July 2012 - June 2013

Quality Assurance Tester

- Tested video games to ensure that they met certain requirements
- Reported detailed reproduction steps for any issues found
- Filled out tasks and time spent on those tasks in DevTest
- Participated in the legal certification of multiple major Electronic Arts titles

Point of Contact (POC)

- Communicated with developers to ensure issues were fixed in a timely manner
 - Managed, trained, and mentored 50 QA testers
 - Tracked the night shift testers' bug count and their progress using Excel
 - Looked over and edited all bugs written by testers before they were submitted
-

PROJECTS

Citrics / Lambda Labs project -- ReactJS | Redux | Ant.Design

[GitHub Repo](#) | [Deployment link](#)

An app designed to help users research and compare cities while searching for a new home.

- Collaborated with 4 web and 2 data science team members during an 8-week simulated work environment
- Solely responsible for creating and styling the team's [About page](#), [flowchart](#), and [wireframe](#)
- Utilized the Redux state management system to manage data on the front end
- Communicated indirectly with stakeholder, implementing any changes to properly reflect product vision

Med Cabinet / React II developer -- ReactJS | Redux

[GitHub Repo](#) | [Deployment link](#)

An app designed to help users find the best medical marijuana strain for their needs.

- Collaborated with 3 web and 3 data science team members during a 4-day sprint
- Solely responsible for incorporating Redux as a state management system
- Created client-side authentication

Conway's Game of Life / Lambda Computer Science project -- ReactJS | CSS

[GitHub Repo](#) | [Deployment link](#)

An app to display a deceptively simple simulation of an environment where simple rules produce great complexity over time.

- Created a graph and styled the display purely with CSS
- Applied Conway's rules for the Game of Life to each cell in the graph
- Implemented extra functionality: User can make the cell sizes smaller or larger, and user can populate the graph with a random assortment of living cells

EDUCATION

Bloom Institute of Technology (formerly Lambda School), Remote

September 2019 - October 2020

Full Stack Web Development & Computer Science

- Lambda School was a 9+ month accelerated program with an immersive (full-time, 40+ hours/week) hands-on curriculum with a focus on computer science, software engineering, and web development.

Baton Rouge Community College, Baton Rouge LA

2011-2012

Associate of Applied Science, Entertainment Technology - Game Design

Pensacola Junior College, Pensacola FL

2008-2010

Associate of Arts - AA, Computer Science