

# LYNDSI WILLIAMS

## Frontend Software Engineer

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

### SKILLS

Javascript | Typescript | HTML | CSS | React | Next.js | Vite | Redux | React Context | React Native | React Testing Library | Jest | Tailwind CSS | RESTful API | Emotion | LESS/SASS | GraphQL | NodeJS | Express | SQL | Python | Deployment | Git

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### 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
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## PROJECTS

### Apache Superset / Open source contributions

ReactJS | TypeScript | Redux | Hooks | Emotion | Material UI | React Testing Library

[Contributions to Superset \(Github pull requests\)](#)

Apache Superset is a widely-used open source data visualization and data exploration platform.

- Collaborated with designers and developers in an open source environment to ensure high quality contributions
- Conducted detailed code reviews on community pull requests
- Planned and built features within the product
- Contributed to bug fixes and tech debt cleanup

### Vite/useReducer form state example / Demonstration project

Vite | ReactJS | React Hooks | ReactJS | TypeScript | Emotion | Material UI | Vercel | Lodash

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

My first app created with Vite. This project demonstrates manipulating state with the useReducer React hook.

- Run a project with Vite
- Use the useReducer hook to manage state
- The form uses an action to change state independently by field
- Alternatively, the data can be changed as a whole by manipulating the entire JSON directly.

### Amyth.io / Component Library

ReactJS | TypeScript | Emotion | Material UI | Cypress | Vercel | Storybook

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

My first component library built with a fun space theme. I used this project to teach myself how to:

- Animate a static image
- Deploy to Storybook
- Set up component testing in Cypress
- Publish packages to NPM

### 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
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## EDUCATION

<b>Bloom Institute of Technology (formerly Lambda School), Remote</b> <b>Full Stack Web Development &amp; Computer Science</b> <ul style="list-style-type: none"><li>• 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.</li></ul>	September 2019 - October 2020
<b>Baton Rouge Community College, Baton Rouge LA</b> <b>Associate of Applied Science, Entertainment Technology - Game Design</b>	2011-2012
<b>Pensacola Junior College, Pensacola FL</b> <b>Associate of Arts - AA, Computer Science</b>	2008-2010