MALLORY ALLEN

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**PROFESSIONAL SUMMARY**

Senior Software Developer with over 8 years of experience at top tech companies like Shopify and Coursera. Skilled in building and scaling web applications using React, GraphQL, Typescript, Node.js, and more. Brings a broad range of front and back-end expertise, consistently delivering high-quality solutions. Experienced in leading projects, mentoring teams, and thriving in fast-paced environments. Passionate about creating impactful, user-centric experiences.

**SKILLS**

| * API Integration * Front-end Frameworks * Testing and debugging * Web application development * Game development with unity/godot (C#) * Shader development with Shaderlab | * Code Review * Mentoring * Version Control * Project Management * Build tool development with Rust * Working proficiency in French |
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**WORK EXPERIENCE**

**Self Employed**

VR Asset Developer // Remote // December 2023 to Current

* Created, marketed, and sold prefab assets on online marketplaces aimed at the social VR platform VRChat
* Wrote scripts in C# using a subset of Unity features supported by the platform
* Created 2D and 3D art using Blender, Substance, and Unity
* Wrote custom shaders using Unity's ShaderLab and Amplify Shader Editor

**Coursera**

Senior Software Developer // Remote // August 2022 to March 2023

* Developed frontend features with React, GraphQL, and Typescript
* Worked with teams to integrate components smoothly into existing systems
* Managed project timelines to deliver high-quality code on schedule
* Reviewed code to maintain standards and improve quality

**Shopify**

Staff Developer // Ottawa, ON // October 2015 to August 2022

* Helped build and maintain front-end platform technologies, integrating a universal React application with a legacy stack
* Improved performance of a complex web application, reducing load times by over 60%
* Mentored junior team members, fostering growth and providing technical guidance
* Lead a project which halved build times on a massive single page application
* Lead a project to display performance regression information on PRs to prevent shipping negative changes
* Created and advocated for exceptional UX experiences and best practices in frontend technologies
* Enhanced software functionality by identifying and resolving complex issues, and provided constructive feedback through regular code reviews
* Maintained comprehensive documentation and facilitated knowledge sharing across teams
* Designed, pitched, and planned projects, contributing to overall product quality and team success

**I-Sight**

Junior Software Developer // Ottawa, ON // May 2015 to August 2015

* Worked with project teams to deliver case management platforms for clients such as HP and Walmart
* Created and maintained Node.js microservices
* Built Backbone.js frontend applications
* Administered and interacted with PostgreSQL databases
* Built code generation tools to speed up creating new forms

**EDUCATION**

College Diploma - Computer Programming

Algonquin College // Ottawa, ON // 2014

* Graduation Dean's List, Winter, 2014
* 3.72 GPA

**PERSONAL PROJECTS**

* **VRChat Assets**: Creator and seller of custom VRChat assets with a variety of prefabs for the community
* **Maru's Arcade (VRChat)**: Built and maintained a VRChat world featuring 10+ fully functional arcade cabinets. The world has attracted over 500,000 visits and 27,000+ favorites
* **Crystal Defenders (VRChat)**: Created a VR tower defense game with over 600,000 visits and 35,000+ favorites
* **Music Production**: Produced original music tracks for various personal projects, incorporating electronic, rock, and ambient styles
* **Gamejams:** Developed a game jam game using Godot, combining fast-paced action with quirky visuals and retro music. Developed VR experiences for jams using Unity