

Mary Paskhaver

Mobile and Web Developer

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EDUCATION

Rutgers University-New Brunswick (GPA: 3.98)

SEP 2021 - MAY 2025

- Pursuing B.A. in Computer Science and minor in Philosophy
- Dean's List: Fall 2021, Spring 2022, Fall 2022, Spring 2023 (all semesters)

WORK EXPERIENCE

Square / *Mobile Developer Intern*

MAY 2023 - AUG 2023

Technologies Used: Swift

- Updated the UI and snapshot tests for 4+ screens in the Square for Retail mobile app
- Configured Square for Retail to support a custom nav bar feature used by 700+ sellers
- Enabled Retail and Appointments sellers to add services to the Square for Retail Checkout applet
- Co-authored an engineering design document with mentor and designer input
- Documented unit test target creation

Bellwood Labs / *Software Engineer Intern*

MAY 2022 - DEC 2022

Technologies Used: React, TypeScript, JavaScript, Tailwind CSS

- Wrote unit tests with Jest and React Testing Library for the app's components and functions, increasing frontend code coverage by 55% and backend by 46%
- Created full-stack features that included setting up API endpoints and creating Sequelize models
- Updated dozens of WordPress plugins for 4 client sites hosted on Google Cloud Platform and WP Engine
- Fixed bugs by adding type-checking with Typescript and refactoring
- Documented testing a client's frontend, updating WordPress plugins, and more

PROJECTS

Rutgers RUMobile ([App Store](#) 4.8 ★ | [Google Play](#) 3.8 ★)

JAN 2022 - JAN 2023

Technologies Used: React Native, Redux, JavaScript

- Rebuilt app with React Navigation library, enabling custom Dark Mode and Android compatibility
- Wrote unit tests for Redux reducers, components, and formatting functions, boosting known frontend code coverage to 85%+
- Reviewed fellow developer's code and collaborated with UI designer to create a better experience for our 3,000+ users

Sokoban: The Journey ([GitHub](#))

JAN 2021 - JAN 2022

Technologies Used: Swift

- Used UIKit, SpriteKit, and AVAudioPlayer to make 24 themed levels with music and characters
- Improved product quality with unit tests, leading to 85% code coverage
- Introduced an innovative twist on the original game with lasers obstructing player movement

EXTRACURRICULARS AND LEADERSHIP EXPERIENCE

Medium Blog / *Writer*

DEC 2022 - SEP 2023

- Wrote [55 articles](#) on React Native, Python, Swift, and more
- Underwent review processes and got 27 articles published by the Geek Culture and Better Programming publications
- As of January 2024, achieved 29,000+ views and 137 followers
- Introduced introductory iOS to readers through 8 articles for a [blog run by Rutgers students](#)