

# Mary Paskhaver

Mobile and Web Developer

[mary.paskhaver@gmail.com](mailto:mary.paskhaver@gmail.com) | (609) 580-9712 | [Personal Website](#)

## EDUCATION

**Rutgers University-New Brunswick** (GPA: 3.94)

**SEP 2021 - JAN 2025**

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

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](#))

Technologies Used: Swift (UIKit, SpriteKit)

- Created 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

**Medium Blog** / *Writer*

- Wrote [53 articles](#) on React, React Native, Python, Swift, and more
- Underwent review processes and got 27 articles published by the Geek Culture and Better Programming publications
- As of April 2024, achieved 33,000+ views and 142 followers