

# Mary Paskhaver

Web and Mobile Developer

[mary.paskhaver@gmail.com](mailto:mary.paskhaver@gmail.com)

[LinkedIn](https://www.linkedin.com/in/marypaskhaver/) | [marypaskhaver.github.io](https://github.com/marypaskhaver)

## WORK EXPERIENCE

### Mercury / Software Engineer I and II

Technologies used: React, TypeScript, Haskell

JAN 2025 - PRESENT

- Led the project to refresh upsells on 8 pages
- Created a task to remind clients to respond to advisor proposals that cut average sessions before response by 5%
- Migrated 9 emails with 8,000 total estimated monthly sends from outdated templates to React, making them easier to maintain
- Wrote 3 ESLint rules to prevent variable interpolation errors in emails that had previously affected 1,500 users
- Implemented a more user-friendly version of a flow to prevent engineers from correcting user errors weekly
- Enabled users to restore expired and cancelled SAFE requests, reducing the need for Customer Support to do so
- Added 2 new columns and filters to the recipients page to help users identify yearly payment totals

### Mercury / Software Engineer Intern

JUN 2024 - SEP 2024

Technologies used: React, TypeScript

- Added sortable headers and filtering to a table, used by 100+ users to find rows easily
- Created CSV column filter component so users could download preset and custom recipient data
- Raised unit and/or component coverage of 11+ files to 80%+

## PROJECTS

### Rutgers RUMobile ([App Store](#) 4.8 ☆)

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 code coverage to 85%+
- Reviewed fellow developer's code and gave designer input to improve experience for 3,000+ users

### Medium Blog / Writer

- Wrote [60 articles](#) on React, React Native, Swift, Haskell, and more
- As of February 2026, achieved 47,000 views and 165+ followers
- Underwent review and got 33 articles published by the Better Programming, Geek Culture, and Level Up Coding publications

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

Technologies used: Swift, UIKit, SpriteKit, AVAudioPlayer

- Programmed a Sokoban puzzler with 24 themed levels, music, and characters
- Improved product quality with unit tests, leading to 85% code coverage
- Introduced innovative twist on original game by adding lasers obstructing player movement

## EDUCATION

### Rutgers University-New Brunswick

SEP 2021 - JAN 2025

- Bachelor of Arts in Computer Science and minor in Philosophy
- Dean's List all semesters