



Megan C. Smith

Pembroke, NH

Experienced front-end developer with a desire to create accessible and immersive user experiences.

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Education

Rochester Institute of Technology

BS New Media Interactive Development

Minor Game Design and Development

Technical Skills

Languages:

Javascript, Typescript, HTML/CSS, C++, C#

Frameworks / APIs:

VueJS, Pinia, Greensock, NodeJS, React

Testing Tools:

Playwright, Vitest

Applications:

VSCode, Unity, Git, Atlassian

Professional Development

Software Engineer I

May 2022 – Apr 2025

American Greetings

Converted a card creating application from the PureMVC framework to VueJS. Wrote component and end-to-end tests to confidently push quality code to production. Constantly communicated between business, UI/UX team, and an overseas team to ensure good user experience with the application. Continuously ran a bi-weekly technical book club that read and discussed chapters for upholding good coding practices and personal habits.

Associate Software Engineer

Feb 2019 – May 2022

American Greetings

Created interactive electronic cards with PixiJS, TypeScript and GreenSock. Contributed to the team code libraries to increase work productivity. Ran a bi-weekly technical book club that read and discussed chapters of upholding good coding practices.

Front-end Developer

June 2018 – Aug 2018

Rochester Regional Health

Used HTML / CSS, JavaScript, Angular, React, and Redux to create functional web pages to be used by RRH departments. Worked on four projects for two to four weeks each in teams of no more than three. Had to communicate with back-end developers and with UI designer in order to code the web page's look and functionality.

GUI Developer

May 2017 – May 2018

Mastodon Design

Was responsible for creating a clean user interface, coding new features, and designing icons that conveyed their function for the company's software. Worked mostly by myself coding in C++ and designing in Illustrator. Chose what coding issue or feature to work on for software. Often times optimized software from pre-existing code that was inefficient or not working.