



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 • Git • Atlassian • Unity

Professional Development

Software Engineer I American Greetings

May 2022 – Apr 2025

- Migrated a major card creation application from PureMVC to VueJS, working closely with a team of three engineers to ensure a smooth transition.
- Wrote unit, component, and end-to-end tests to guarantee high-quality, stable releases.
- Collaborated daily with business stakeholders, UI/UX teams, and overseas developers to deliver a polished, user-friendly application.
- Led a bi-weekly technical book club to promote best practices in frontend development and personal growth.

Associate Software Engineer American Greetings

Feb 2019 – May 2022

- Developed interactive e-cards using PixiJS, TypeScript, and GreenSock animations.
- Worked closely with artists to convert assets into optimized spritesheets, communicating improvements or concerns to ensure high-quality visuals.
- Contributed reusable components and utilities to internal libraries, boosting project efficiency.
- Fostered a culture of continuous learning by facilitating a bi-weekly book club that focused on good coding practices.

Front-end Developer Rochester Regional Health

June 2018 – Aug 2018

- Built responsive, accessible web applications for internal departments using Angular, React, Redux, and HTML / CSS.
- Worked in an Agile/Scrum environment, participating in daily standups, sprint planning, and sprint retrospectives to deliver multiple projects on aggressive timelines.

GUI Developer Mastodon Design

May 2017 – May 2018

- Designed and developed desktop GUI applications in C++ with custom iconography crafted in Adobe Illustrator and Photoshop.
- Selected, planned, and implemented performance optimizations for legacy frontend components.
- Worked independently to identify and deliver high-value frontend improvements.