

MEGAN SMITH

Pembroke, NH | 585-905-4078 | mcsmith601.dev@gmail.com | linkedin.com/in/mcsmith601
Portfolio: megancs601.github.io

FRONTEND WEB & SOFTWARE DEVELOPER | FRONTEND ENGINEER

Passionate frontend developer with more than six years of experience producing modern and intuitive user interfaces and applications. Writes clean, maintainable, and testable code and ensures code quality, security, and scalability within cloud computing environments. Participates in all phases of the software development lifecycle (SDLC), including requirement analysis, design, implementation, testing, and deployment. Recognized for being an adaptable and collaborative team member. Capabilities include:

Languages & Frameworks: JavaScript (ES6+), TypeScript, HTML5, CSS3, Vue.js, Pinia, React, Tailwind CSS, GreenSock (GSAP)

Build Tools & Platforms: Vite, Node.js, RESTful APIs, Git, GitHub, Atlassian (Jira, Confluence, Bitbucket)

Design Tools: Figma, Photoshop, Illustrator

Testing & Quality: Testing Library, Vitest, Playwright, Cypress

Methodologies: Agile, Scrum, Kanban, Waterfall

PROFESSIONAL DEVELOPMENT

AMERICAN GREETINGS | Westlake, OH 02/2019 to 04/2025

World's second largest greeting card producer, including electronic greeting cards, gift packaging, stickers, and party products.

Software Engineer, Digital Product Department | 05/2022 to 04/2025

Created personalizable, interactive virtual cards marketed to consumers via multiple e-commerce sites (i.e., [Blue Mountain](#), [Jacquie Lawson](#), [American Greetings](#)).

- Implemented Figma-based UI/UX designs using Vue.js and Pinia, delivering functional features aligned with stakeholder requirements and coordinating with remote and offshore developers.
- Migrated company platform that enables consumers to customize e-cards from PureMVC to the Vue.js framework, modernizing the codebase and enabling faster and more flexible feature development.
- Implemented key features including video upload and thumbnail selection, card/envelope animations, print/share flow, and interactive font and color selectors.
- Introduced accessibility features (e.g., ARIA labels/roles, tab navigation) for end-users by deploying W3C standards and strategies.
- Wrote unit, component, and end-to-end tests to guarantee high-quality, stable releases utilizing Testing Library, Vitest, and Playwright. Championed software developers to incorporate automated tests and code formatters.
- Independently migrated Three.js used in a production codebase by over 100 versions, resolving breaking changes and ensuring seamless integration across the codebase. Created internal Three.js documentation to help the creative team apply visual effects like bump mapping, glitter, and foil to interactive e-cards.

Associate Software Engineer, Digital Product Department | 02/2019 to 05/2022

Created interactive e-card games (e.g., Hidden Object, Find the Difference) and coded e-card interactive capabilities.

- Leveraged scaffolds and open-source libraries to add animation and develop interactive features using JavaScript/TypeScript, React and GreenSock (GSAP).
- Converted artist assets into sprite sheets using TexturePacker to optimize layouts. Edited images using Photoshop. Worked with the art team to recommend improvements and resolve issues.
- Contributed reusable code and utility functions to the company's shared code library and updated outdated documentation for improved developer onboarding and consistency.
- Facilitated a bi-weekly book club for software developers to foster a culture of upholding industry-leading UX and coding best practices and to encourage continuous learning.

EDUCATION

Bachelor of Science (BS), New Media Interactive Development, Minor in Game Design and Development
Rochester Institute of Technology, Rochester, NY