Megan Smith

Frontend Web | Software Developer

📍 Pembroke, NH 03725

📞 585-905-4078

✉️ mcsmith601.dev@gmail.com

in linkedin.com/in/mcsmith601

💼 megancs601.github.io

Passionate frontend developer with 6+ 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.

Technical Skills

Languages:
Javascript / Typescript | HTML / CSS

Frameworks :
Vue | React

Testing:
Testing Library | Playwright | Cypress

Tools:
NodeJs | Git | Atlassian

Methodologies:
Kanban (Agile) | Scrum (Agile) | Waterfall

Education

Bachelor of Science (BS)
New Media Interactive Development
Rochester Institute of Technology
Rochester, NY

Career

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   05/2022 to 04/2025
Created personalizable, interactive virtual cards marketed to consumers via multiple e-commerce sites

- Delivered functional and reliable software features based on business stakeholders and UI/UX requirements using JavaScript and HTML/CSS. Coordinated coding with remote and offshore programmers.

- Migrated company platform that enables consumers to customize e-cards from PureMVC to Vue framework and led frontend feature development, including video upload, animations, fonts, color wheel, and mobile app view. Added new system functionality such as side drawer editors and new e-card layouts.

- 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 and Playwright. Championed software developers to incorporate automated tests and code formatters.

Associate Software Engineer   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 to add animation and create interactive buttons using GreenSock (GSAP) and JavaScript/TypeScript.

- 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 utilities to a corporate coding library. Updated outdated documentations.

- 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.