Megan Smith

Frontend Web | Software Developer

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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.

Technical Skills

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: Testing Library, Vitest, Playwright, Cypress

Methodologies: Agile, Scrum, Kanban, Waterfall

Education

Bachelor of Science (BS)
Rochester Institute of Technology
Rochester, NY

Career Experience

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

- 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   02/2019 to 05/2022

- 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.