

# Melissa Young

## EXPERIENCE

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### Software Engineer at WillowTree

Charlottesville VA, November 2017 - June 2019

- Developed on native Android platform for two different clients, contributing for three months to a pre-existing app for a movie theater chain using Java, and then for a 1 ½ on a brand new app for a worldwide fitness gym chain using Kotlin.
- Contributed features to app that had a consistent release cycle of every 2 weeks and was used by over 10K users.
- Presented different features for clients, in order to ensure best native practices were being utilized, and that new features reflected client's expectations.
- Worked on interdisciplinary teams of designers, software testing engineers, project managers, and software engineers of other platforms to help ensure quality of app from start to finish.

### Software Engineer Co-op at Intuit

San Diego CA, January 2016 - August 2016

- Worked on the internal team of 6 on the Front End of an internal tool using Angular 1 that used social media to create and publish widgets utilizing public posts from multiple social media APIs such as Twitter, Facebook, and Instagram that could then be embedded on external facing web pages.
- Created prototype of a new feature on a pre-existing external facing product that were tested in UX lab workshops onsite to gauge potential positive impact for all users.
- Researched, compiled, and presented ideas for product concepts centered around gamification to direct project manager as well as the product manager they directly reported to, with a positive reception.

### Student Developer at RIT CAIR Lab

Rochester NY, June 2014 - September 2015

- Worked as a developer full and part time on a small student team led by a professor that focused on researching and creating software that was more accessible to the visually impaired. Projects varied from creating IDE for NXC robots using Java to a data sonification website using JavaScript.
- Assisted in teaching a two week CS camp at the Perkins School for the Blind, where our projects were used as tools and user feedback was gathered

## EDUCATION

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### General Assembly - Seattle Campus

Seattle WA, Completed April 2020

12-week, 480+ hours Software Engineer Immersive Program

### Rochester Institute of Technology

Rochester NY, Graduated December 2017

B.S, Bachelor of Science in Game Design and Development

## CONTACT INFORMATION

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**Seattle, WA**

## SKILLS

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### Main Languages

JavaScript, Kotlin, Python,  
HTML & CSS

### Web Technologies

React, Bootstrap, SaSS, PhaserJS,  
Express, Node, Sequelize

### Android Libraries

Dagger, Retrofit, LiveData,  
RxJava

### Tools

Android Studio, Git, GitHub,  
JIRA, TeamCity, Heroku, CircleCI  
Unity, Contentful

### Other

Conversent in Portuguese

## VOLUNTEER

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### WillowTree

Taught various CS-based workshops and mentored at hackathons from college to middle school age kids to help encourage kids to pursue CS.

### Women in Computing

Instructor for CS-based workshops and events to help bring exposure to CS to kids of all ages and backgrounds.

### Current Project

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**GameRally** - EJS, Express, Sequelize, Postgres web application that is a social interaction service for board game enthusiasts.