

# Melissa Young

## EXPERIENCE

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### Software Engineer at WillowTree

Charlottesville VA, November 2017 - June 2019

- Native Android developer, ramped up with Java for 3 months on an existing project, then spent 1½ years on a brand new project that used Kotlin
- Contributed features to app that has a consistent release cycle of every 2 weeks and is currently being used by over 10,000 users
- Discussed and presented different features with clients, in order to ensure best native practices are being used and that new features reflected client's expectations
- Worked with Test Engineering to implement automated tests to help cut down the amount of time spent on app regression cycles
- Created Contentful models using JavaScript and integrated API with Android app

### Software Engineer Co-op at Intuit

San Diego CA, January 2016 - August 2016

- Worked as a Front-End developer on a team of 6 to build an internal product used by the social media team to create and publish widgets to be embedded, used Angular
- Created prototypes of new features for products that were tested in UX lab workshops onsite to gauge potential positive impact for all users
- Researched and worked on concepts for new features for products centered around gamification
- Earned Leadership Award and led team to win Best Solution Award through an internal week long rapid development competition

### Student Developer at RIT CAIR Lab

Rochester NY, June 2014 - September 2015

- Worked as a developer full and part time with a small team that created software with visual impairments in mind
- Created UI components using Java Swing for a Lego NXC IDE
- Contributed to Data Analyzer site that utilizes sonification 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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### Rochester Institute of Technology

Rochester NY, Graduated December 2017

Bachelor of Science in Game Design and Development

## PROJECTS

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### Scale - Unit Conversion Library

Library written in Kotlin to provide measurement type for projects that allows for easy conversion to different units without implementing them yourself.

## CONTACT INFORMATION

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Seattle, WA

## SKILLS

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### Main Languages

Kotlin, JavaScript, Java, HTML & CSS

### Working Knowledge

C#, C++, Python

### Frameworks

React, Angular, Elm, Express

### Android Libraries

Dagger, Retrofit, LiveData, RxJava

### Tools

Android Studio, Visual Studio Code, Git, GitHub, JIRA, TeamCity, Heroku, CircleCI, Unity, Espresso, Mockito, MongoDB, Contentful, SaSS

### Other

Conversant 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.