

# Melina O'Dell

Frontend & Design System engineer who learns fast, teaches others, and levels up product engineering

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## Education

### University of Michigan – Ann Arbor, MI

MSE in Computer Science (GPA: 4.00 / 4.00)

BSE in Computer Science (GPA: 3.85 / 4.00, Summa Cum Laude)

Aug 2023 – Dec 2024

Sep 2019 – Apr 2023

## Technical Skills

**Frontend** – TypeScript, React, Redux, JavaScript, HTML, CSS

**Testing** – Jest, Playwright, Unit, End-to-End

**Build & Deploy** – Docker, Kubernetes, AWS, Yarn, Webpack

**Tools** – VSCode, Xcode, Jupyter, Datadog

**UX Design** – Figma, Storybook, Design Systems

**API & Backend** – Python/Flask, PostgreSQL, SQLite

**Version Control** – Git, GitHub, GitLab

**AI Tools** – Cursor, Claude Code, Graphite

## Experience

### Verkada – San Mateo, CA

#### Software Engineer, Core/Web Components

Feb 2025 - Present

- Led the frontend redesign of License Manager using React and TypeScript, enabling **\$100M in bookings and \$100M in pipeline** across 250+ enterprise customers; featured in the **VerkadaOne keynote**
- Authored technical specifications and coordinated with Product Management to **organize tasks for two senior engineers** and deliver on an aggressive founder-set timeline with on-time feature completion
- Modernized critical table, search, filter, and sorting components to unlock React 19 upgrade, accelerating the company-wide upgrade roadmap by **6 months of developer effort**
- Proposed and led the rewrite of Verkada's component library documentation using Storybook to define standards and usage patterns in a consistent format, **improving developer velocity and reducing questions**
- Developed **3 new core components** and refactored **7 existing components** in the design system, adopted by 5 product teams with consistently positive feedback on ease of use

### Frontend Software Engineering Intern, Core/Web Platform

May 2024 – Aug 2024

- Refactored Verkada's web application initialization endpoint to be lightweight, **reducing page load by 90%** (60s → 5s) for top customers with 10,000+ IoT devices by eliminating unnecessary data loading
- Designed scalable API migration pattern adopted by all 6 product teams, **achieving 50-75% latency reduction across critical pages** through selective data loading strategy
- Refined Datadog instrumentation to accurately measure LCP and real user experience, enabling product teams to prioritize performance improvements with reliable baselines and dashboards
- Increased reliability of under-tested, client-facing features and confidence in deployments by writing new end-to-end and unit test suites with Playwright and Jest

### Frontend Software Engineering Intern, Access Control

May 2023 – Aug 2023

- Built interactive door device visualization for Floorplans UI using React, TypeScript, and Redux, enabling remote lock/unlock controls and device navigation – a critical and highly requested feature for sales demos
- Designed reusable component architecture integrating Access Control into Floorplans, enabling rapid feature expansion and cross-product use case demonstrations for existing customers
- Documented implementation plans and engineering tradeoff discussions in a comprehensive technical project specification, enhancing project clarity and boosting cross-team awareness

### University of Michigan College of Engineering – Ann Arbor, MI

#### Web Systems Teaching Assistant

Aug 2022 – Dec 2024

- Taught upper-level web systems course to **2,700+ students over 5 semesters**, covering full-stack development (React, Flask, SQL), AWS, REST APIs, search engines, and distributed systems (MapReduce, Hadoop)
- Redesigned course projects including an Instagram clone (React functional components) and search engine (web crawler implementation), adapting curriculum to current industry standards and improving student learning outcomes
- Maintained course autograder infrastructure by writing unit tests, managing Docker images, and upgrading dependencies to support evolving project requirements