Mel Pike

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Designer turned coder. Focused and passionate Software Engineer proficient in creating engaging, interactive, and user centered experiences. Firm believer in collaboration, clear communication, and agile software development. Diligent and consistent dedication to learning. Seeking a new opportunity to be part of a great team where I can learn, grow, and be challenged.

Education

Colorado State University

2010 — Bachelor of Fine Arts in Graphic Design

Front Range Community College

2007 — Associate of Art

Skills

- HTML ●●●●●
- SCSS/CSS ●●●●●
- JAVASCRIPT ●●●●○
- REACT ●●●●○
- ILLUSTRATOR ●●●●○
- PHOTOSHOP ●●●●○
- PHP ●●●○○
- GITHUB ●●●●○
- SQL ●●●●○
- REGEX ●●●○○

Experience

BombBomb

Software Engineer | August 2022 – Present

- Create features and experiments for web app using React and PHP.
- Implemented growth experiment that resulted in 2.5% increase in new trials, and 2% increase from trial to purchase.
- Maintain and update components in our React modular library/design system.

Jr. Software Engineer | December 2020 - August 2022

- Focused in acquisition and activation growth, I created new user experiences in the web app including trial sign up and on-boarding flows.
- Collaborated across departments to implement and track new and existing experiments.
- Implemented Bizible, aimed at enhancing lead generation information for our sales team.

Front End Developer | July 2019 - December 2020

- Created and Maintained marketing pages including on our main website, blog pages, and event pages using HTML, SCSS, and Javascript.
- Optimized our website for speed (improved performance score by ~20%), cross browser compatibility, and best practices.