

MICHELLE NYGREN

SOFTWARE ENGINEER

intuitive problem solver

&&

engaging collaborator

&&

meticulous developer

ABOUT



Portland, OR



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[in/michellenygren/](https://in.michellenygren/)



[@michellerenehey](https://github.com/michellerenehey)

I am a hyper-focused full stack software engineer who is passionate about people.

I enjoy creating beautiful, accessible, empathetic web experiences that center on user experience, and embrace a growth mindset in all I do.

PROFESSIONAL EXPERIENCE

SOFTWARE ENGINEER

ETW at Nike | August 2022 - present

- Software engineer (SW ENG II - PROF SR) for Nike's PME Gameday team.
- Work remotely with product owners and teammates to build innovative, robust, scalable software to serve worldwide users.
- Deliver clean, well-tested code for an exceptional user experience.

SOFTWARE ENGINEER

The Collab Lab | July 2022 - August 2022

- Collaborated with a distributed and agile team to build an application using pair programming, async code reviews, and user stories to help inform decisions and improve user experience.

PROGRAM MANAGER & INSTRUCTOR

The Pantry | March 2018 - September 2021

- Managed extensive programming of community kitchen, including launch of virtual teaching platform during COVID, using technology to increase class offerings from 12 to 32 per week.

TECH & TOOLS

- JavaScript
- HTML5/CSS3
- Emotion.js
- React
- Node.js
- Express
- Redux
- PostgreSQL
- Firebase
- Jest
- QUnit
- Github
- Supabase
- Postman
- Heroku
- Netlify

EDUCATION

ALCHEMY CODE LAB, 2022
6-month intensive full-stack software development bootcamp, 1000+ hours

SEATTLE CULINARY ACADEMY, 2016
1.5 year pastry arts program,
Most Outstanding Student

UNIVERSITY OF WASHINGTON, 2010
BA in Spanish Language & Literature,
Magna Cum Laude

PROJECTS

SHOP-ADE - [SITE](#) & [GITHUB](#)

React, CSS, Firebase

- Responsive and smart shopping list built to help streamline purchasing behavior. The app uses local storage tokens with real-time data stored in Firebase to learn a user's buying habits over time.
- Built with an all-remote team.

GEO TONE - [SITE](#) & [GITHUB](#)

React, CSS, PostgreSQL, Express, Reactronica, Tone.js, Framer Motion

- Interactive audio sequencer built to inspire music-making, with fully responsive visual feedback for a user. User auth data is hashed and encrypted using JSON Web Tokens and Bcrypt, data is managed in SQL.
- Built with an all-remote team on a 9-day sprint.

SELF-CARE BEAR - [SITE](#) & [GITHUB](#)

React, Supabase, HTML, CSS

- Dynamically rendered CRUD app to help users develop and maintain their ideal morning routine. Built with an all-remote team on a 4-day sprint.

BYOBEE - [SITE](#) & [GITHUB](#)

React, Supabase, Netlify, CSS

- An app to encourage community-building and observation in the bee-loving community. Built with an all-remote team on a 4-day sprint.