

Michelle Saad

- ✓ U.S. Citizen
- 📞 Phone: 954.801.1273
- ✉ Email: contact@michsa.me
- 🐙 GitHub: [@michsa](#)

Summary

- Senior full-stack software engineer with 8 years of experience
- Current stack: Rust, Postgres, Node.js, TypeScript/JavaScript, GraphQL, React
- Remote strongly preferred (Pacific hours)

Work History

Company	Dates	Title	Stack
ParentSquare	2024-current	Senior Software Engineer	Rust, Typescript, PostgreSQL, MySQL, GraphQL, AWS, Ruby (Rails)
Remind	2022-2024	Senior Software Engineer	Rust, Typescript, PostgreSQL, React, GraphQL, AWS, Ruby, Go
Remind	2020-2022	Software Engineer	Typescript, PostgreSQL, React, GraphQL, AWS, Ruby, Go
SmartProcure	2019-2020	Software Developer	JavaScript, React, MongoDB, Mobx, Feathers, Elasticsearch
Office Depot	2017-2019	Software Engineer	JavaScript, Java, DB2, COBOL
ADT	2016	Application Development Intern	JavaScript, Java, AngularJS, SOAP
Avocent	2015	Software Development Intern	JavaScript, Java, PostgreSQL

Education

Degree	Grad.	School
BS in Computer Science	2017	Florida Atlantic University

Projects

ParentSquare

- Messaging team — continued work on 10DLC support for Remind and ParentSquare systems
 - Automated provisioning "brands" & "campaigns" for thousands of customers from TCR (The Campaign Registry) via their REST API
 - Automated buying tens of thousands of phone numbers from Sinch via their REST API
- Hacksprint — integrated Remind user/organization data into ParentSquare's data API

Remind

- **HQ** (2023-2024) — rewrite of Remind's [core datamodel](#) and business logic in Rust and PostgreSQL
 - Revamped Remind's messaging infrastructure to:
 - support multiple connectivity partners (Twilio, Sinch, etc)
 - provision and manage separate SMS campaigns for each individual client organization (school district) per the latest 10DLC requirements
- **Tutoring** (2021-2023) — platform to schedule, manage, and host tutoring sessions with Remind teachers
 - *Tutor availability* — architecture, UI and business logic for user-defined recurring availability and time off
 - *Session materialization* — expanding recurring sessions & availability across timezones and DST shifts
 - *Tutor matching* — SQL algorithms to match new students with the best available tutor
 - *DateRange library* — timestamp ranges compatible with Luxon DateTimes and PostgreSQL tstzranges
 - *Session lifecycle events* — automated eventing around tutoring sessions (notifications, billing)
 - *Tutoring for organizations* — student rostering, token distribution and program management
 - *Reschedule requests* — request/approval flow for rescheduling sessions within our platform
 - *Billing management* — per-session charges and refunds integrated with Remind Hub's billing platform, leveraging Stripe's API
 - *Moderation tooling* — live dashboards for monitoring session cancellations, no-shows, etc
 - *Distance learning* — video chat web app used for tutoring sessions, leveraging Twilio's API
- **Hub** (2020-2021) — web and mobile messaging and administration app for schools and families
 - Single-page message composer UI
 - Auditor — message delivery status dashboard
- [Blog post about Betterscaling](#), Remind's in-house container autoscaling service

SmartProcure

- [contexture](#) — backend-agnostic querying & analytics framework
- [grey-vest](#) & [contexture-react](#) — design system, theming API, and React component library for contexture
- [futil](#) — functional programming utils library (~400 GitHub stars)

Office Depot

- MCASA — Office Depot's warehouse management system, built in Java (migrated from C++ legacy code)
- R&D on machine learning solutions for inventory & supply chain

ADT

- Orchestration platform for security system support & installation

Avocent

- Datacenter infrastructure management (DCIM) software — import batching and thermal visualization components

Personal Projects

- [levity.whimsy.fun](#) — handwritten personal website (HTML, CSS, vanilla JS)
 - [Write!](#) — online speedwriting notepad with persistence to my server via the Neocities API
- **Menagerie** — monster simulation/management game made in Godot engine
 - Extensible content database written in JSON with JSON-schema validation
 - Custom syntax & parser for JSON-encoded predicates: token resolution, boolean operations, mapping & filtering
 - Needs-based (ie, Sims-like) behavioral AI with modular actions composed from prerequisites
 - (there's some [devlogs](#) if you wanna hear me ramble at length about it)
- **Chores** — task management mobile app built with React Native + Redux

- [Jeopardy](#) — portable Jeopardy simulator intended as a knowledge-sharing tool (vanilla JavaScript, CSS, HTML)
- [Cargo Shorts](#) — Browser extension for tab management (TypeScript, React + Redux, WebExtension API)
- [☆'s MHGen Talisman Editor](#) — Single-page web app for editing Monster Hunter: Generations save data (JavaScript ES7, Vue, Vuex)

/etc

About me

- South Florida native, currently traveling the country looking for my forever home
- Great at learning new stacks but JS is my love language
- Loves: coffee, designing schemas and APIs, the web
- Hates: pickles, optimization & performance tuning, semicolons
- My dream job is working on a product I actually use and enjoy – Spotify, Patreon, Airbnb and Discord are on my shortlist, please hmu if you're one of those <3

SEO-friendly skills list

- lead the design, development and implementation of sophisticated, scalable software solutions
- collaborate across departments with other engineers and cross-functional partners
- translate business requirements into technical solutions
- research and evaluate new technologies to enhance development processes
- proactively troubleshoot complex technical issues
- define project requirements, drive technical decisions, and own projects end-to-end
- provide technical guidance and mentorship