MICHELLE SAAD

✓ US Citizen · ■ contact@michsa.me · J 954.801.1273 · O michsa (personal) | sand-bird (gamedev)

SKILLS

LANGUAGES · JavaScript (ES6+, TypeScript, CoffeeScript), Ruby, Java, Python, Groovy, C, C++, Clojure

FRONTEND · React.js, Vue.js, Flux (Redux, Vuex), CSS3 (SASS), HTML5 (Liquid), Angular, jQuery

BACKEND · Node.js, Express, Rails, Django, nginx; SQL (Postgres, MySQL, Oracle), MongoDB, GraphQL

BUILD · NPM, Webpack, Babel, Docker (Compose), Ansible, Yarn, Electron, Gulp, Jenkins

TEST · SoapUI, Postman, Mocha, Jest, Chai, Chrome & Firefox DevTools, pdb

ETC · Git (CLI, Github), SVN, Linux shell, regexp, VSCode, Agile (Jira), Kanban (Trello), Crucible, vim

EXPERIENCE

OFFICE DEPOT, INC.

Software Engineer; 2017 - present

- > Designed, implemented & supported critical functionality for production applications managing Supply Chain processes for 36 warehouse facilities, serving 1400 retail stores and millions of Office Depot customers
- > Took the lead on refactoring a critical Supply Chain application to greatly reduce redundancy and improve readability & performance, slashing line counts by over 60% and improving per-page load times by 40-70%
- > Provided support and training on OOP design principles, version control, testing, debugging, UI/UX, Java frameworks, build tools & development software, and Java syntax & best practices for my team and others
- > Routinely handled lead tasks such as application deployment, branch merges, code reviews, and mentorship

ADT SECURITY SERVICES

Application Development Intern; 2016

- > Developed new functionality and resolved issues in code at every level of a full-stack production application, including an Angular.js frontend, IBM MessageBroker business layer, SOAP API, and Oracle Database backend
- > Designed & implemented comprehensive API testing suites for production software using SoapUI and Groovy

EMERSON ELECTRIC AVOCENT

Software Development Intern; 2015

- > Wrote code and performed **deployment & regression testing** for several components of Avocent's flagship product, a massive DCIM suite, including **data import batching** and **thermal visualization in 2D & 3D**
- > Personally built professional-quality analytics reports worth an estimated \$40,000 to the company

EDUCATION

BACHELOR OF SCIENCE in COMPUTER SCIENCE · Florida Atlantic University; 2017

PROJECTS

MENAGERIE

GDScript (based on Python), JSON; 2017 - someday

- > Simulation/management game about raising intelligent virtual agents in a customizable environment
- > Allows for modular, infinitely-extensible player-created content using a fully data-driven system that loads all game content at runtime, intelligently resolves file conflicts, and validates data using JSON Schema
- > Supports all common platforms & forms of input, including touch, mouse & keyboard, joypad, or key-only

CARGO SHORTS

TypeScript, Lodash, React/Redux, WebExtension API; 2018

- > Cross-browser web extension for saving tab information to custom pockets displayed on the New Tab Page
- > Fully **type-safe** and built with **modern tooling and best practices**, including **redux-thunk** with **async/await** for asynchronous actions, **lodash/fp & futil-js** for pure functional reducers and components, and **Jest** for testing

☆'S MHGEN TALISMAN FDITOR

ES7, Vue/Vuex; 2017

- > Single-page web app for loading & editing game data, published and supported for an active community
- > Features robust, battle-tested legality checking of generated objects using Vue.js computed properties

ADELAIDE

ES6, React/Redux, Electron; 2016

> Unique cross-platform adventure game engine specialized to support both directional & touch-based input