

Michelle McGowan

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WORK EXPERIENCE

Full Stack Software Engineer

UNLV Forestry Inventory and Analysis

June 2024 - February 2025

- Implemented multi-layer search functionality to condense results in the database by 32 seconds with Typescript.
- Boosted traffic by 12% improving UI design and functionality using Angular, TypeScript, and HTML.
- Wrote test cases for projects in Python and Typescript and assisted setting up CI/CD pipelines.

Full Stack Software Engineer Intern - Front End, Back End

UNLV Forestry Inventory and Analysis

January 2023 - May 2024

- Improved application performance by addressing software bugs and implementing new features using Javascript and C#, resulting in a 4.5-second reduction in average page load times.
- Implemented functionality for administrators to deactivate specific features, enhancing system flexibility and user management capabilities, increasing administrator satisfaction scores by 23% based on user feedback surveys.
- Enhanced application UX by developing report generation functionality in Excel, collaborating with team members and users to identify key requirements. Utilized JavaScript, Angular, TypeScript, and Spring Boot to implement the feature.
- Developed and integrated an email system for trainers and senior management using C#, reducing response time to user inquiries, and leading to improved communication efficiency.
- Refactored search functionality to support multiple column value search and multi-term global search capabilities using TypeScript and Java, increasing search efficiency by 12% based on performance testing results.

Full Stack .NET Application Development Intern - Front End, Back End

Nevada National Security Site/Mission Support and Test Services

May 2022 - August 2022

- Designed and deployed a production-ready web application using C#, HTML/CSS, and the Blazorise Library, enabling users to submit ideas and documents to management, empowering over 50 teams to provide feedback.
- Established and optimized an SQL database to efficiently store and manage data submitted through the application, reducing data retrieval time 18% through database performance enhancements.
- Developed a scheduler feature to send automated notifications to users and management for timely review of submissions.

PROJECTS

Python Developer | Book Recommendation App

- Developed a tailored recommendation app using Python, LangChain, OpenAI, and Gradio.
- Employed content-based matching using large language models to recommend a book based on book descriptions by converting them into mathematical representations.

React Native Developer | MUNCH

January 2024 - May 2024

- Developed an iOS and Android app using React Native, TypeScript, and Python to connect food enthusiasts and support small businesses globally.
- Designed and implemented front-end user interfaces for home, post, and account pages using TypeScript, enhancing user interaction and navigation efficiency and improving accessibility.
- Integrated API calls to retrieve user profiles, previous posts, and enable posting functionality using React Query and Mutation requests, significantly reducing the average API response time through optimization and caching strategies.

EDUCATION

University of Nevada, Las Vegas

B.S. in Computer Science, Minor in Mathematics

August 2020 - May 2024

SKILLS

Programming Languages: C#, Python, Java, JavaScript, TypeScript, C++, Quorum

Web Frameworks & Libraries: Angular, React Native, Node.js, Spring Boot

Markup Languages & Templating: HTML, CSS, Pug

Database Technologies: SQL

Engineering: Troubleshooting, Software Solutions, Debugging, Code Quality, Unit/System Testing

Professional Skills: Cross-functional Collaboration, Communication, Attention to Detail, Flexible, Organized

Leadership Skills: Collaboration Skills, Time Management, Highly Motivated, Self-driven, Resiliency, Adaptability