

# MELANIE L. FRYMAN Developer + Data Analyst

## + EXPERIENCE

## SENIOR DATA APPLICATION DEVELOPER

Juice Analytics / Jan 2018 - Oct 2023

A data presentation and analysis company with its own proprietary platform, Juicebox. Performed all the duties of a Data Application Developer as described below. Mentored and trained new Data Application Developers and junior members of the team. Assisted in training external developers on creating apps using Juicebox. Assisted in creation of training materials and knowledge base articles as they relate to developing apps on Juicebox. Organized and lead group events among my team such as code reviews, post mortems, demo days, and training sessions. Identified and advised delivery management regarding best practices and platform improvements that would promote efficient and high-quality application development. Worked with Juice's platform development team to prioritize enhancements

#### DATA APPLICATION DEVELOPER

Juice Analytics / Jun 2016 - Jan 2018

A data presentation and analysis company with its own proprietary platform, Juicebox. Helped customers go from zero to production on Juicebox. Developed ETL pipelines to ingest customer data, designed database models, wrote data services in Juicebox, and configured the application to meet the customer design specifications. Worked with customers to understand their data and technical environment and designed and developed solutions to meet customers' needs. Set development timelines and communicated progress to all parties involved. Collaborated with Juice team members to overcome development challenges.

#### DATA ANALYST / DEVELOPER

PatientFocus / Feb 2015 - Oct 2015

A patient-pay and customer service solution for healthcare providers. Performed complex analyses in an evolving data environment. Worked closely with client services and sales teams to identify business information needs and provide ongoing reports. Documented and improved existing data ingestion and cleaning processes. Developed account management tools in the internal administrative application that enabled staff to work independently of the IT team. Participated in preliminary redesign of existing web applications (client, patient, and administrative portals) and environment infrastructure.

#### **APPRENTICE**

Nashville Software School / July 2014 - Jan 2015

An intensive, full-time six month bootcamp for software engineering and web development. Developed full-stack web and hybrid-mobile applications in a rigorous and fast-paced environment. Designed and implemented multiple solo and group projects. Collaborated with peers utilizing technologies such as git, pair programming, and test-driven development.

#### **EVALUATION SPECIALIST**

Edvantia & McREL International / Aug 2011 - June 2014

Conducted external research and evaluation activities for multiple education projects including initiatives funded by the U.S. Department of Education and U.S. Department of Labor. Specialized in survey design, administration, and data analysis. Designed data collection instruments; collected, prepared, and analyzed quantitative data, including social network data; and developed reports and presentations of evaluation findings.

# + CONTACT ME



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# + SKILLS

#### **DATA**

**Data Collection** 

**Data Analysis** 

**Data Visualization** 

Statistics

Reporting

Research

**Evaluation** 

Survey Design & Methodology

#### WEB DEVELOPMENT

**Application Development** 

**User Interface** 

**User Experience** 

**Testing** 

**Documentation** 

## **OTHER**

**Cultural Context** 

**Critical Thinking** 

**Project Management** 

**Verbal & Written Communication** 



# MELANIE L. FRYMAN Developer + Data Analyst

# + EDUCATION

#### GRADUATE IN SOCIOLOGY, M.A.

Middle Tennessee State University / May 2011

Summa cum laude

Thesis: Massively Multiplayer Online Role-Playing Game (MMORPG) Player Identity: An Application of Identity Control Theory

#### UNDERGRADUATE IN SOCIOLOGY, B.S.

Tennessee State University / May 2009

Summa cum laude

# + PROJECTS

### **Brownie Points**

Capstone for NSS

UI/UX, Frontend, and Backend

For the final capstone project at NSS, I used the NASH (Node.js, AngularJS, SQL, Hapi) Stack to create a social web application for friends to award, track, and exchange brownie points.

#### Nashville Investor

#### **Mid-term Group Capstone for NSS**

Project Manager, UI/UX, and Frontend

Leveraging publically available data APIs on the Nashville real estate market, we created a MEAN Stack web app that provides users with much-needed information on potential real estate investments.

# + AWARDS

#### Appr

#### HackTennessee 7 - Second Place

Group Project

Appr is a game that parodies life at a technology startup. As the first technical hire at a budding startup, you must battle legacy code, raise funds, fix computers, and squah bugs, before your funding runs out. Appr was built using Phaser, a HTML5 game framework, and features original artwork. Play at http://melanie.fryman.io/appr-ht7.

#### NashVesTN

#### HackNashville 6 - Finalist

Group Project: Backend & Community Engagement

Utilizing the MEAN Stack, Ionic, and Cordova, we created Mobile and Desktop apps that help non-profit organizations increase their community impact by engaging the Millennial Generation. See more at http:// nashvestn.herokuapp.com.

#### **American Education Research Assocation** 2014 Division H Award

Making Time for What Matters Most i3 Development Project: Year 3 Evaluation Report

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# + TECHNOLOGIES

**Javascript Python** 

**AngularJS** Node.JS

HTML5/Jade

CSS/CSS3 Java

SASS/LESS PHP

**jQuery** Express/Hapi

Socket.IO **Bootstrap** 

**Foundation** Mocha/Chai

Cordova/Ionic Karma/Jasmine

Git **Protractor** 

Grunt/Gulp **PostgreSQL** 

Travis CI MS SQL

Coveralls Redshift

AWS **SQLAIchemy** 

Heroku MongoDB/Mongoose

Bower UCINet/NetDraw

Qualtrics

Remark