MELANIE L. **FRYMAN**
they / them
Developer + Data Analyst

+ EXPERIENCE

SENIOR DATA APPLICATION DEVELOPER
Juice Analytics / Feb 2018 - Oct 2023

A data presentation and analysis company with its own proprietary platform, Juicebox. Performed all the duties of a Data Application Developer described below. Mentored and trained new team members. Assisted in training external developers on creating apps using Juicebox. Assisted in creation of training materials and knowledge base articles. 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 the platform development team to prioritize enhancements to Juicebox based on customers' needs and timelines.

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

mlfryman.github.io

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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

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+ 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

+ TECHNOLOGIES

Javascript	Python
AngularJS	Node.JS
HTML5/Jade	PHP
CSS/CSS3	Java
SASS/LESS	R
jQuery	Express/Hapi
Bootstrap	Socket.IO
Foundation	Mocha/Chai
Cordova/Ionic	Karma/Jasmine
Git	Protractor
Grunt/Gulp	PostgreSQL
Travis CI	MS SQL
Coveralls	Redshift
AWS	SQLAlchemy
Heroku	MongoDB/Mongoose
Bower	UCINet/NetDraw
	Remark
	Qualtrics
	IBM SPSS