

OLGA BESSONOVA

Full Stack Software Developer

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SKILLS React, Redux, Ruby, Ruby on Rails, JavaScript, Python, HTML, CSS, SQL, SQLite3, PostgreSQL, R, Mongoose, MongoDB, Node.js, Express.js, Webpack, jQuery, Git, GitHub, AWS, Google Maps API, OpenAI API

EDUCATION

Web Development - App Academy - 16-week, Software Engineering School	2023
MS - Applied Statistics - University of Michigan	2014 - 2016
MS - Economics - Moscow Institute of Physics and Technology	2011 - 2013
BS - Applied Physics and Mathematics - Moscow Institute of Physics and Technology	2007 - 2011

PROJECTS

TRIP CLUB - MongoDB, ExpressJS, ReactJS, NodeJS (MERN) [live](#) | [github](#)

An original full stack single-page app, allowing users to plan trips with other registered users

- Collaborated with a team of 2 other engineers as frontend lead, designed UX using the feature branch git workflow to avoid merge conflicts, and delivered a user-friendly product within 3 weeks.
- Deployed production build on Render, and managed the use of all third-party API keys, ensuring the server remains online with constant uptime.
- Integrated Mongoose ODM with MongoDB to create a highly scalable backend architecture with robust model validations and database constraints.

AirBCB - JavaScript, ReactJS, Ruby on Rails, Redux, PostgreSQL [live](#) | [github](#)

A full stack single-page app clone of Airbnb, allowing users to browse and review apartments

- Applied custom user authentication mechanism across the technology stack, utilizing CSRF tokens on the frontend and Bcrypt on the backend, providing robust user security.
- Implemented dynamic search, utilizing Redux on the frontend and user query search on the backend, producing an efficient and streamlined UX.
- Incorporated third-party services such as Google Maps API and AWS S3 with React frontend, creating robust and informative property show pages.

Bunny Hop - JavaScript, CanvasJS, CSS, HTML [live](#) | [github](#)

Evade ghosts and hop to victory in Bunny Hop, a 2d side-scrolling JavaScript game

- Designed game logic using Vanilla JS functions to implement collision detection and gravity, enabling dynamic and intuitive gameplay.
- Developed character animations in CanvasJS, producing immersive character interactions.

EXPERIENCE

DATA SCIENTIST University of Michigan Sep 2017 - May 2019

- Designed and trained statistical multilevel logistic models, using Python, R, and SAS to analyze users' behavior on a dating site. Performed statistical significance tests for random and fixed effects.
- Interpreted and visualized results to be published in [specialized literature](#).

DATA ANALYST Conduent, Inc. May 2016 - Sep 2017

- Increased time efficiency 7-fold by developing automated solutions for data analysis in R and SQL.
- Crafted rules for database check to maintain quality, decreasing error rate by 10%.

GRADUATE STUDENT INSTRUCTOR University of Michigan Sep 2014 - May 2016

- Developed code in R to grade homework, speeding up grading 3-fold and allowing for more comprehensive problems.
- Led seminars for groups of 20 students, fostering a collaborative learning environment and improving students' outcomes.