

# Melissa Auclaire

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GitHub: [github.com/rhapsodyai](https://github.com/rhapsodyai)

Portfolio: [melissaaucclair.com](https://melissaaucclair.com)

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## TECHNICAL SKILLS

- **Proficient:** Ruby on Rails, JavaScript, TypeScript, Backbone.js, Node.js, Express, Java, C++, Django, HTML5, CSS3, Semantic UI, PostgreSQL, OpenGL, Unity, iOS, Bash/ZSH, Adobe (Photoshop, Illustrator), Git/SVN, Agile, TDD
- **Exposure:** AWS, GCP, Docker, Tableau, C#, Golang, Spring, JSP, Android, KML, Weka, OpenMP, Win32API, SCSS

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## PROFESSIONAL EXPERIENCE

### Palmie K.K. | Software Engineer (Independent Consultant) | Tokyo, Japan

2019

- Developed customer management system for user metrics and subscription data supporting over 10,000 users, and \$10 - 15M per year operation utilizing Ruby on Rails, JavaScript, AWS S3, and MySQL.
- Created internal tool and windowing system for aggregating customer metrics and calculating loan-to-value ratios per month of Palmie members following TDD using Ruby on Rails, RSpec, JavaScript, and C++.
- Directly reported to CTO daily and collaborated both in person and remotely via Slack and Github.

### Stroly, Inc. | Software Engineer | Kyoto, Japan

2018

- Developed sorting, searching, and geocoding algorithms utilizing forward and reverse geocoding with Mapbox and Mapquest APIs in JavaScript and ReactJS to increase relevance of Stroly map homepage search results.
- Improved both client facing and server side code utilizing JavaScript, Backbone.js, Django and Leaflet.js, releasing over 30 patches including pinch zoom, rotation, tiling, client-side rendering, and a11y/i18n features.
- Produced complete site-map state transition design diagram for StrolyCom website tree  $\beta$  version which assisted in optimizing product workflow and user stories by at least 1 month.
- Developed custom email template using Django and HTML5 and configured DKIM settings for AWS Simple Emailing Service and implemented feature into production on Stroly.com.
- Contributed fixes for linting errors and warnings by refactoring the code and improving overall code quality.

### Sunverge Energy Inc | Software Engineer | San Francisco, CA

2016 - 2017

- Created aggregation tool to read log data from database and store to AWS and Redis cache using Java, Spring MVC, JSP and JavaScript, displaying unit metrics and auto-generated data between a given date range for the tech ops team.
- Created tool for logging and uploading 80+ key metrics on SIS units to AWS S3 storage within specified date range utilizing the Java AWS API for obtaining unit data from local and cloud data stores.
- Pair programmed with team member to create packet data reduction algorithm for mobile app utilizing Java, which successfully reduced average monthly mobile bandwidth rates from 750MB to approx. 40MB per month per user.
- Wrote shell scripts to automate and optimize local build and release process, creating over 5 scripts to implement tooling for performing staging for releases, build automation, and code reviews.

### Girls Who Code | Summer Immersion Program Instructor | Menlo Park, CA

2016

- Taught daily lessons and facilitated activities, games and programming labs while managing 20+ students and 2 teachers assistants, teaching them Computer Science fundamentals using Python and Scratch.

### Mommypcare Inc. | Software Engineer, Intern | Tokyo, Japan

2015

- Collaborated with engineering team in Series A startup to develop a scheduling system for "Uber-for-home-cleaning" platform utilizing Ruby on Rails and Sass.

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## EDUCATION

### B.S. Computer Science (Mathematics Minor), Central Washington University

2014

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## PROJECT WORK

### Node.js | Open Source Contributor | [code](#)

2018

*Contributed features and code clean up in Node core using C++ to edit V8 macros and added tests to V8 to support DCHECK.*

### Mozilla Foundation / AMP | Open Source Contributor | [code](#)

2017

*Implemented screen reader functionality into AMP Project using JavaScript and Node.js to improve functionality for visually impaired users, and created bug fix for the addLoadReplace functionality in Firefox Fennec nightly builds.*

### Nine Nine Nine | Independent Game Developer | [App Store](#)

2016

*Puzzle game for the ages! Nine Nine Nine is an easy to learn but difficult to master mobile game which tests logic, memory, visualization and critical thinking skills constructed using Swift and SpriteKit.*