# Rhyza Fleur Velasco

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# Skills

**Languages & Libraries** React, JavaScript, TypeScript, Tailwind, Python, Java, SQL, HTML5, CSS3, Sass **Tools & Programs** GIT (GitHub, GitLab), JIRA, Supabase, Figma, Adobe Creative Cloud

# Technical Work Experience

#### Puppet, Seattle, WA

Associate Software Engineer, August 2018 — March 2020

- Architected and took lead on a feature to semantically fine-tune recurring deployment schedules in Puppet Pipelines for Applications (PfA), immediately increasing user satisfaction.
- Implemented and tested the user interfaces for the user account creation, authentication, and management workflow for Relay by Puppet using React, React Router, Redux, Sass, and Mocha.
- Created accessible and reusable front-end components for the Puppet Design System using React,
  React Router, Redux, and Sass, leading to an increase in productivity across all engineering teams.
- Collaborated with a cross-functional team to solve design and development problems that laid the foundation for a new cloud hybrid cloud automation platform.

Software Engineering Intern, May 2018 — July 2018

• Expanded on features of PfA on both the front end and back end using React, JavaScript, and Java.

#### Red Hat, Westford, MA

Build System Development Intern, May 2016 — August 2016

• Led a project utilizing Python, SQL, Teiid, and Jenkins to visualize quality engineering metrics that directly resulted in the growth of the release management team.

#### Freelance, West Hartford, CT

Web Developer, May 2015 — May 2018

 Designed and developed responsive, cross-platform websites for business owners and student organizations using JavaScript, jQuery, PHP, HTML5, CSS3, Bootstrap, and Adobe Photoshop.

### Education

# University of Connecticut, Storrs, CT

B.S.E. in Computer Science and Engineering | Honors Program

#### **Senior Design Project**

Front-End Lead

• Built the UI for a cross-platform app using the Ionic Framework and AngularJS, giving researchers use of crowd-source data otherwise inaccessible.

# **Unmanned Aerial Vehicle Society**

Founder & President

- Gamified pilot training by having members fly inexpensive, easily-repairable drones and using other drones as dynamic targets, resulting in a significant decrease in breakages.
- Directed drone flights and builds that provided a rare opportunity for hands-on engineering experience.
- Acted as liaison to the funding board, securing more than \$49,000 in funding over three years.