SABRINA SETTLE

Product Designer And Engineer   +1 628 234 4488   sabrinasettle.for.more@gmail.com   settleformore.github.io

Work Experience

Trend

Full Stack
Engineer
2/2022 –
6/2022

- Translated Figma designs into pixel-perfect user interfaces, ensuring accurate implementation of visual elements and layouts.
- Implemented new features using React, CSS, Html, and Javascript, contributing to improved user retention and enhanced user experience.
- Collaborated effectively with cross-functional teams to address and resolve bugs and customer issues promptly.
- Assisted in onboarding a new team member by providing guidance on the codebase and offering additional support.
- Proactively contributed to product direction and future focus discussions, collaborating closely with stakeholders and leveraging valuable insights and ideas gained from reporting on user pain points and analyzing data from Mixpanel.
- Reviewed and provided constructive feedback on team members' code to promote best practices and maintain code quality.
- Enhanced user experience by refining the tone, context, and placement of UX writing to create engaging and cohesive user journeys.

AssetDash

Frontend Engineer
7/2021 – 11/2021

- Implemented changes to a React and Typescript codebase as a Frontend Engineer, enhancing early product behaviors and interactions.
- Utilized Figma UI schema to create cohesive and visually appealing layouts and components, leveraging Styled-Components and CSS.
- Advocated for and implemented best accessibility practices for HTML and CSS, resulting in a significant 20% increase in Lighthouse accessibility scores.
- Developed new components to effectively display and interact with the AssetDash API through requests.
- Led the design and development of an Admin dashboard to efficiently manage backend data.

42 Silicon Valley

Software
Engineer Intern
2/2020 –
9/2020

- Led the design and development of an analytics dashboard application using Ruby on Rails, Postgres database, and a proprietary REST API. Designed the dashboard user interface in Figma, ensuring a visually appealing and intuitive design. Implemented custom data visualizations following Figma designs to monitor curriculum and student progression.
- Implemented and deployed a food ordering CMS to Cantina.42.us.org using Runy on RailsRails. Developed a customizable form for student-facing orders, allowing configuration of timeslot duration, order limits, and payment types. Utilized nested attributes in dynamic forms, updated deprecated Stripe API requests, and implemented order confirmation emails. Managed multiple data tables for efficient order management.
- Conducted user testing and gathered feedback to iteratively improve the UI/UX design.
- Demonstrated leadership in student administration, overseeing communication as a Slack admin, implementing policies, managing curriculum changes, and prioritizing student well-being.

Education and Certificates

- Google UX Design Certificate, Coursera, 2023
- 42 Silicon Valley, Fremont CA, Software Engineering, 2019–2020
- Goldsmiths College, University of London, Masters in Computer Game Art and
- Goldsmiths College, University of London, BA in Fine Art and History of Art

TOOLS

PhotoShop Illustrator
Figma
Sketch
Adobe XD
Adobe CC
Proto.io
Git
Mixpanel

CODING

Javascript
CSS3
Html
Bash
Python
Ruby

3D

Blender
Unity
Unreal

Short Bio

A software engineer turned product designer with a passion for solving complex problems through innovative and user-centered design.