

Sarah Groff Hennigh-Palermo

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Languages, Tools + Software

Proficient with: Javascript, CSS, HTML, Clojurescript

Some experience with: Ruby/Rails, C++, Python, Typescript, Rust

Tools & Libraries: Vue, React, GraphQL/Apollo, Tailwind, SCSS, LESS, Bash, Git, D3.js, Node.js, openFrameworks

Recent Experience

Founding Engineer, Axo, Sept. 2022-Feb. 2023

- Founding engineer at dev tools startup
- Focused on designing and implementing design system and basic architecture for Rust devtools startup

Compilers Engineer, Igalia, Oct. 2021-Sept. 2022

- Engineer on compilers team, focused on Javascript standards
- Delegate to TC39
- Test262 (Javascript engine conformance suite) maintainer; leading push to establish governance procedures, in addition to contributing tests
- Primary champion for proposal to add Decimal datatype; includes creating Decimal playground with Babel and React for trying out features, as well as working with committee to refine proposal and research into use cases

Senior Frontend Engineer, Gitlab, Feb. 2019-Oct. 2021

- Engineer on the CI/CD team (Vue/Rails/GraphQL), product-wide maintainer
- Member of the UI working group, focused on architecting the front-end component system and refactoring the application's CSS approach
- Conceived, planned, architected and mentored engineers building newest CI section, Pipeline Editing. From the day it launched, the section saw higher usage than previous options, starting with 9,000 individual weekly visitors and growing to over 20,000 after 8 weeks.
- Refactored pipeline graph in place to use new GraphQL backend and to support showing graph relationships, leveraging SVG in particular. Included upstream PR to Apollo Client to support use case.
- Founded front-end observability working group to facilitate cross-company collaboration and reduce production incidents
- Architected and built vanilla JS application for remote commenting, including evaluating various remote authorization possibilities

Freelance Software Engineer, May 2018-Jan. 2019

- Developed open source and internal components for Reify Health (Clojurescript) and Hydrate.io (React)

Senior Software Engineer, Kickstarter, Jan. 2018–May 2018

Software Engineer, Jan. 2017–Dec. 2017

- Engineer on front-end team for crowdfunding site (React/Rails/GraphQL)
- Feature focus on project pages and payments
- Contributed to internal projects such as styleguide, RFC process, and front-end knowledge-sharing

Creative Researcher, Office for Creative Research, Jan.–May 2016

- Co-op at data art studio while in graduate school
- Designed and developed a series of visualizations for the U. of Manchester's Cloudy with a Chance of Pain project
- Framed React-based platform for prototyping and prototyped visualizations for the Great Elephant Census

Product Designer & Front End Developer, Compstak, Aug. 2015–Feb. 2016

- Designed and implemented components for a commercial real-estate web application
- Refactored CSS to use Webpack's modular loading; removed over 1300 lines of code

Data + Design, Bluenose, Jan.–June 2014

- Designed data visualizations for customer success startup
- Prototyped components; refactored CSS and grid to create extensible design base

Lead UX Designer, Forio Online Simulations, Oct. 2012–Dec. 2013

- Managed small team of designers and technical writers
- Led data-heavy design of learning-focused simulations for customers including Harvard Business Review, MIT, and Rio Tinto

Education

MS, Integrated Digital Media, Tandon School of Engineering, NYU

The IDM program is a new media art masters which focuses both on art and code.

BA, Modern Culture and Media, Brown University

Alternative

Recurse Center (formerly Hacker School), Feb. 15–May 7, 2015, New York City

School for Poetic Computation, Oct. 1–Dec. 12, 2014, New York City

A: Talks, and Workshops

Selected Talks & Workshops

"Raving Through the 90s," Heart of Clojure, Aug. 2, 2019

"Undermining Computing," Eyeo, June 6, 2019

"La Habra – Livecoding with Clojurescript," FARM at ICFP, Sep. 29, 2018

A series of talks on La Habra, my tool for live-coding SVGs, from artistic, functional programming, and language-specific perspectives.

"Exception Handling," Papers We Love, Feb. 16, 2019

"Kablooie," JSConfEU, June 2, 2018

A talk about errors in computer science, with a focus on Javascript errors and a deep dive into the Goodenough exceptions paper from 1975.

"Adventures in the vBuffer," *Strangeloop*, September 29, 2017

A story-focused adventure tale covering diffing algorithms, WebGL, immutable data structures and garbage collection.

"Talking to Computers," *School for Poetic Computation*, Aug. 3-4, 2015

A talk and a workshop centering on compilers and how computers turn text into electric action. Focused on demystifying programming and introducing tools for creating your own parser.