

Sara Peek Monteen

San Diego, CA

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Experience

Software Engineer Intern | SAIC

May 2019 – September 2019 | Cookeville, TN

Added to Team S.W.A.T and worked on the CCE Dashboard project and the SAFe web application.

- Developed the frontend using primarily JavaScript, React JS and Material UI.
- Used a continuous integration pipeline as a part of our daily workflow.
- Sole developer for integrating Elavon Converge into the application.
- Communicated directly with client for SAFe and fulfilled any requests.
- Managed data from company transactions and processed it into an accessible format for the client.
- Wrote most of the documentation for the application.
- The environment was a fast-paced Agile team where I attended and often ran the daily scrums.

Front-End Developer Intern | Tennessee Tech University

May 2017 – August 2017 | Cookeville, TN

Worked as a frontend web developer on project ComPASS where the aim was to create a site that would evaluate how the people living in nursing homes are treated and then use the results to better their care.

- Worked with Ruby on Rails and HTML5.
- Performed quality assurance tests on various aspects of the site.
- Gained experience in agile team development.

Skills

Languages and Tools

- | | | |
|--------------|----------|---------------|
| - JavaScript | - Java | - npm |
| - React JS | - Git | - Material-UI |
| - HTML | - GitLab | - CSS |

Project Management

- | | |
|--------------|-----------------------|
| - Jira | - Agile Methodologies |
| - Trello | - Scrum |
| - Confluence | |

Exposed To

- | | |
|-----------------|---------|
| - C++ | - Redux |
| - Ruby on Rails | - AWS |
| - SQL\NoSQL | |

Education

B.S. in Computer Science

Tennessee Tech University

December 2019

Projects

Project Hidden Enemy

CURRENT

Looking into creating an Among Us inspired game built with Rust. The goal is to create a light and efficient game that can be played cross-platform for gamers and non-gamers to enjoy together.

Senior Thesis

Fall 2018 – Spring 2019

Our team project was to create a startup recommendation engine. We created a web application that the user could browse. This pulled from a 2013 database snapshot that allowed us to use real data to use for the site. The main audience was for government sectors and established companies looking for startups that could fit their needs.

Hackathons

FiskHacks 2016

Hack-MTSU 2017

Co-Hosted MLH Local Hack Day 2017 & 2018

itch.io Game Jam 2020