

Anahit Gulian

Full-stack software engineer with an eye for design and a passion for collaboration, art, and problem-solving.



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WORK EXPERIENCE

Civiqs *Software Engineer*

May 2022 – March 2025 | Remote

Civiqs is an online polling and analytics company that automates the complex process of conducting opinion surveys, including sampling, interviewing, and modeling results. The engineering team maintains the surveying software, the administrative platform, and the intricate database of survey responses and user data.

- Introduced TypeScript and unit testing to strengthen frontend code
- Developed new survey-building UI to allow randomizing survey questions
- Performed database migrations for backfills and table maintenance
- Converted marketing site to headless CMS to streamline admin workflow
- Facilitated QA by writing feature tests in collaboration with stakeholders

Upstatement *Software Engineering Apprentice*

June 2021 - February 2022 | Remote

Upstatement is a digital product studio that partners with startups, media companies, and publishers to bring about meaningful change.

- Shipped production-ready code for developing start-up's iOS app
- Spearheaded marketing site project allowing clients to leverage headless CMS
- Crafted custom animations using open-source code and keyframes
- Interfaced directly with stakeholders, project managers, and designers

PUBLIC-FACING PROFESSIONAL PROJECTS

Civiqs *Tailwind, Remix, React, Payload, PostgreSQL*
civiqs.com

Marketing site, landing page, and login portal to the Civiqs team's admin site. My team led the effort to convert the former homepage to a headless CMS that allowed admins to update copy, add products and subscriptions, and leverage server-side rendering for greater SEO optimization.

Threadable *React Native, Redux, Ruby on Rails, PostgreSQL*
apps.apple.com/us/app/threadable-mobile/id1550995547

A social e-reader app. Users can read and annotate books together in reading circles, as well as turn on commentary tracks to read classic texts alongside contemporary journalists, historians, and critics.

EDUCATION

The Grace Hopper Program at Fullstack Academy

October 2020 - February 2021
Immersive Software Engineering

Pratt Institute

August 2008 - June 2012
Bachelor in Fine Arts for Creative Writing

SKILLS

Languages

JavaScript, HTML, CSS, Ruby, TypeScript, Python

Frameworks

React & React Native, Node.js, Express, Next.js, Phaser, Sequelize, Redux, Rails

Tools

Git, Figma, XCode, PostgreSQL, Jira, Sanity, Netlify, Webpack, Ramda, AWS, Docker, Elasticsearch, Jest, JupyterLab, Pydantic, Tailwind, Remix, Payload

Creative

Writing, Printmaking, Independent publishing, InDesign, Photoshop

SELECTED PROJECT

Concrete World

Phaser, Express, Webpack

Solo Developer | January 2021 - June 2021
concrete-world.netlify.app/
github.com/sathytrench/ConcreteWorld

A platforming game where the user scores points by collecting flowers while avoiding bouncing enemies.

- Utilized the Phaser.js physics arcade engine and ES6 class syntax
- Set ambiance of game-play with my own sprites, animations, and hand-drawn artwork