

# 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

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### **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 and marketing site
- Participated in daily stand-up, client meetings, sprint planning and retrospectives
- Interfaced directly with stakeholders, project managers, and designers
- Collaborated with engineers in code reviews, version control, and pair programming

### **Threadable Native** *React Native, Redux*

[apps.apple.com/us/app/threadable-mobile/id1550995547](https://apps.apple.com/us/app/threadable-mobile/id1550995547)

A social e-reader app that allows users to 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.

- Scaffolded front-end components in JS and React Native
- Tested new features in both XCode simulator and iOS device
- Leveraged functional components, hooks, Redux, asynchronous logic, and local storage to create smooth and intuitive UX
- Engineered layout and scaffolding solutions to fit client's marketing strategy

### **Threadable API** *Ruby on Rails, PostgreSQL*

An extensive API that accesses user, book, reading circle, and annotation data and relationships, as well as an intuitive admin site for adding, editing, and removing books, themed collections, and guided commentaries.

- Utilized open-source library epubjs to build web e-reader, allowing admins to read and annotate text
- Built out admin views using React and MaterialUI
- Followed MVC architectural pattern to create API endpoints for the native app
- Optimized data fetching from API by utilizing eager loading and trimming unnecessary serializer data
- Wrote database migrations and unit tests in Rails

### **Threadable Marketing Site** *React, Next, Netlify, Sanity*

[threadablebooks.com/](https://threadablebooks.com/)

A multi-page landing site that introduces potential users to Threadable and directs them to the App Store download

- Created editor-friendly content management system using Sanity to allow non-technical admins to update marketing content
- Pulled data from Sanity API using GROQ to build dynamic pages
- Led CMS training and onboarding sessions for non-technical clients
- Crafted custom animations using open-source code and keyframes

## EDUCATION

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### **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

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### **Languages**

JavaScript, HTML, CSS, Ruby

### **Frameworks**

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

### **Tools**

Git, Heroku, InDesign, Photoshop, Figma, XCode, PostgreSQL, Jira, Trello, Sanity, Netlify, Webpack

## SELECTED PROJECT

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### **Concrete World**

*Phaser, Express, Webpack*

Solo Developer | January 2021-June 2021

[concrete-world.netlify.app/](https://concrete-world.netlify.app/)

[github.com/sathytrench/ConcreteWorld](https://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, ES6 class syntax, and functional data pipelines
- Set ambiance of game-play with my own sprites, animations, and hand-drawn artwork