

Hannah Shore



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Career Overview

Full-stack engineer with a passion for understanding the needs of diverse internal and external customers to better inform design and architectural decisions.

Skills: Ruby, Ruby on Rails, Javascript, AngularJS, React, Node.js, CSS, Postgres

Experience

Primary Kids, Inc. (Dec. 2014 - Present)

Staff Software Engineer (Jan. 2020 - Present)

- Collaborated with the CXO to evaluate and scope requirements to replatform the site from Spree Commerce to Shopify Plus.
- Led a team focused on building front-end functionality on the new platform to match our existing site, coinciding with updates to our design systems to support our new brand identity.
- Contributed to the design and implementation of an ETL framework for migrating our current and historical data - including 10s of thousands of SKUs and approximately 2 million orders - to the new platform.

Senior Software Engineer (Jan. 2017 - Jan. 2020)

- Collaborated with our UX designer to define and implement design systems across our site.
- Assisted in porting much of our legacy AngularJS functionality to React.
- Sole engineer responsible for migrating from our original 3PL to a new 3PL which utilized AWS SQS for communicating order and shipment records. This migration enabled us to efficiently fulfill customer orders while our peak seasonal order volume grew 1.5x year-over-year while also reducing our cost to ship a package approximately 20%.
- Co-founded an internal group to define our accessibility standards and educate the design and engineering teams on techniques to evaluate and meet those standards.

- Led a team focused on customer acquisition including ownership of SEO, merchandising tooling to support product launches, and content creation/management systems. Our team launched our blog, giving marketing a new platform for creating shareable content while promoting our brand. We also created new tools to allow merchandising to own the management of information for our array of product colors and color families - a task which previously required merchandising, creative, and engineering to implement for each new product launch.

Software Engineer (Dec. 2014 - Jan. 2017)

- Hired as the first engineer at an ecommerce startup focused on a progressive and inclusive approach to children's clothing.
- Built an end-to-end ecommerce experience collaborating with the CTO utilizing a back-end powered by a Rails framework (Spree Commerce) and a front-end built from the ground up using AngularJS in three months.
- Worked directly with our creative director to implement new site features to support the newly launched site including a referral program, "shop the look", and personalized recommendations.
- Supported the site as the only engineer through our first holiday season after the departure of our CTO.
- Onboarded a new CTO to our tech stack and mentored two new engineers while focusing on architectural improvements.

Ataraxia Offshore, Ltd (Oct. 2011 - May 2014)

Electronics Consultant

- Advised and procured tools and electronics to be used by guests and crew for a yacht while being designed and constructed through its first year at sea.
- Maintained and trained crew in use of the equipment.

Education

University of Central Florida *Orlando, FL* (2011)

Master of Science, Computer Science

University of Central Florida *Orlando, FL* (2009)

Bachelor of Science, Computer Science