

# SKYE BISHOP

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## EXPERIENCE

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### TOAST

Jan 2021 - Present

#### Software Engineer

- Lead frontend implementation for new bill-splitting feature (React)
- Lead workstream for improved UX during various outage scenarios, working closely between design and engineering to organize delivery
- Contributed updates to cross-company shared Storybook components
- Encouraged code quality by improving unit test coverage, converting existing JavaScript components to TypeScript, and enforcing stricter linting
- Designed and implemented new interfaces for improved app navigation
- Lead project surrounding guest-account UX, modeling the current state, identifying opportunities for improvements, designing new screens, leading frontend implementation, and building out metrics to measure success
- Aggregated guest feedback at regular intervals to guide prioritization

### CUSEUM

Apr - Jun 2020

#### Software Development Intern

- Developed Vue prototype for a voice-only web experience, to explore usability of a fully contactless ticketing kiosk product
- Created Flutter proof-of-concept contact-tracing mobile app using Bluetooth Low Energy to detect distances between devices

### TOAST

Jan - Apr 2020

#### Software Engineer Co-op

- Updated UI within the Toast Takeout iOS app to enable delivery features
- Collaborated cross-team as part of COVID-19 expedited response, implementing features such as contactless delivery and curbside pickup
- Created internal React.js web interface for configuring Toast Drop Points
- Developed digital presence management feature within Groovy web page

### CHEWY

Jan - Jun 2019

#### Software Engineer Co-op

- Created full-stack internal data management and productivity tool
- Designed database schema with PostgreSQL and Flyway
- Implemented Java backend for excel parsing and data validation
- Designed and developed Vue SPA for data entry and viewing

## EDUCATION

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### NORTHEASTERN UNIVERSITY

Sept 2017 - May 2022

B.S. Computer Science / Media Arts (Animation), cum laude

### KENT CAREER TECHNICAL CENTER

Sept 2016 - Jun 2017

Dual-Enrollment Program: 3D Animation and Game Development

## SKILLS

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### Languages

JavaScript  
TypeScript  
HTML  
CSS  
Java  
Kotlin  
Swift

### Frameworks + Tools

React.js  
Git  
TailwindCSS  
Storybook  
Heap  
Fullstory  
Vue.js  
LaunchDarkly

### Software

Figma  
InVision  
Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Adobe Premiere  
Adobe AfterEffects

## INTERESTS

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Computer Graphics  
Generative Art  
Tabletop Games  
Dance