

SIERRA MAPLE

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PROFESSIONAL SUMMARY

Senior Software Engineer specializing in API development, embedded systems, and user-focused design. Experienced in optimizing software performance, leading full-stack projects, and delivering maintainable, high-impact solutions.

TECHNICAL SKILLS

Languages: C#, C/C++, Go, JavaScript (React, Angular), Bash, SQL

Frameworks/Tools: GraphQL, REST APIs, Azure, Unity, Jasmine

Systems: Windows, Linux

Practices: Agile methodologies, Atlassian Suite

PROFESSIONAL EXPERIENCE

Senior Software Engineer | Wool and Company | Elgin, IL (Nov 2024 – Mar 2025)

- Migrated Shopify REST API integrations to GraphQL, preventing major disruptions in inventory management.
- Improved fulfillment software with quality-of-life enhancements to boost warehouse efficiency and usability.

Software Engineer | Microsoft | Redmond, WA (Aug 2024 – Sep 2024)

- Owned and managed fixture control configuration for a next-generation product test platform, ensuring precise operation within manufacturing environments.
- Enhanced logging accuracy of platform status, reducing downtime and improving overall manufacturing efficiency.

Software Engineer | Astronics AES | Everett, WA (Dec 2019 – Aug 2024)

- Designed and implemented Azure-based C# telemetry data server storing customer metadata, providing key metrics which allow developers to focus on features of most value.
- Developed custom C++ API translating avionic to Ethernet protocols, minimizing reliance on proprietary drivers and reducing user onboarding effort.
- Directed UI design for Windows and iOS applications, resulting in intuitive and visually cohesive interfaces.
- Integrated embedded network data loading protocol into Avionics computer using Go.

Software Intern | Pacific Northwest National Laboratory | Seattle, WA (Jun 2016 – Jul 2019)

- Directed development of a C# desktop application for evaluating export control mechanisms of partner countries
- Converted internal portal from JavaScript to ReactJS, modernizing interface and maintainability
- Contributed to creation of Unity-based VR games demonstrating CS concepts to K-12 students.

EDUCATION

Bachelor of Arts in Computer Science | Seattle Pacific University | Seattle, WA (Jun 2019)