

Sarah Phillips

Software Engineer

(917) 685-1204

snphillips@gmail.com

Location: Brooklyn, New York

LinkedIn: [linkedin.com/in/sarah-n-phillips/](https://www.linkedin.com/in/sarah-n-phillips/)

Github: github.com/snphillips

Website link: sarahphillipsdev.surge.sh

User-focused, collaborative software engineer with a design-sense. Strong front end skills with some back end experience. Several years of experience working for two mid-sized startups.

TECHNICAL SKILLS

React.js | Javascript | Typescript | HTML | CSS | Node | Express | Database | PostgreSQL | D3.js | RESTful API | Jest | React Testing Library | Playwright | Bootstrap | Styled Components | Git | Jira | Agile | Scrum | Python | VS Code

BUSINESS SKILLS

Sprint Lead | Agile Methodologies | Documentation | Project Management | Pair Programming | Team Collaboration | Software Development | Process Improvement | Teaching

PROFESSIONAL EXPERIENCE

Newsela, New York, NY

2022 - 2023

Software Engineer

At education-tech startup Newsela, developed two internal tools: a content management system for creating articles and quizzes at different reading levels: React, Node, GraphQL (Apollo, Dgraph) and an interactive video platform: React, TypeScript. Worked on front-end improvements including implementing new features, error handling, responsiveness and user feedback.

- Migrated client-side codebase from JavaScript to TypeScript
- Improved code to follow WCAG 2.0 accessibility standards
- Improved error handling, responsiveness and user feedback with loading indicators
- Collaborated with UX team and designers to implement user-focused UI
- Maintained 89% test coverage (Jest, React Testing Library, Playwright)
- Presented demos to both technical and non-technical audiences
- Rotated as Sprint Lead: coordinated weekly releases, lead daily standup, retros, user demos and technical demos

TripleLift, New York, NY

2019 - 2021

Interaction Engineer

At ad-tech startup TripleLift, developed the internal tool used to design and code native templates for programmatic advertising (React.js).

- Lead weekly technical grooming sessions to prioritize the feature development backlog
- Identified and managed the automation of repetitive tasks
- Implemented a scrum team workflow
- Rotated on-call duty to assess and fix broken or buggy ad templates

- Instituted a data-collection system to understand team capacity which lead to accurate delivery estimates
- Mentored Junior Interaction Designers in using Git, SQL and the terminal
- Designed and coded bespoke, consumer-centric native templates for programmatic advertising (html, css, Javascript)

PROJECTS

LED Candle

2023

Github: <https://github.com/snphillips/led-candle>

Created with: Arduino hardware, Arduino programming language, ffmpeg

An Arduino LED candle with a proximity sensor that flickers the flame animation when something goes near it.

Meeting Background Maker

2020

Github: <https://github.com/snphillips/meeting-background-maker-client>

Website: <https://meeting-background-maker.surge.sh/>

Created with: React, Node, Express, Cooper-Hewitt API, Axios, AWS S3 bucket, Jimp, s3-zip

Generate backgrounds for video meetings from the Cooper Hewitt Museum's archive.

So Trashy

2018

Github: <https://github.com/snphillips/So-Trashy-React>

Website: <https://so-trashy-react.surge.sh/>

Created with: React.js, D3.js, nyc.gov API

Interactive data visualization comparing New York City's Department of Sanitation's monthly collection of refuse and recycling.

EDUCATION

Software Engineering Intensive

General Assembly,
New York, NY

Master of Fine Arts (M.F.A) Degree

Brooklyn College CUNY,
Brooklyn, NY

Bachelor of Arts (B.A) Degree

University of Toronto
Toronto, ON, Canada