Sarah Phillips   Software Engineer

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User-focused, collaborative Software Engineer with a sense of design. Strong javascript skills and front end experience. Several years of developer experience working for two mid-sized startups.

TECHNICAL SKILLS

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

COMPETENCIES

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

Responsible for developing 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 resulting in less buggy code.
- Followed 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**
Senior Interaction Engineer 2020 - 2021
Interaction Engineer 2019 - 2020
Junior Interaction Engineer 2019

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.
- Implemented a scrum team workflow which led to improved work cadence.

- Identified and managed the automation of repetitive tasks which saved the team hours of labor per week.
- Rotated on-call duty to assess and fix broken or buggy ad templates.
- Instituted a data-collection system to understand team capacity which led to accurate delivery estimates for our customers.
- 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