Sophie McGarity Software Engineer

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📇 Profile

I am a software engineer with multiple years of experience in JavaScript, Golang, Ruby and several frameworks. I am a co-creator of Artemis, an open-source framework for serverless testing of APIs.

💼 Professional Experience

Co-Creator, Software Engineer, Artemis ↗   01/2022 – present
artemis-load-testing.github.io
- Designed and built AWS infrastructure to generate load of up to 20,000 virtual users.
- Engineered a solution for starting tests across load testing containers simultaneously.
- Built a CLI application using AWS CDK and SDK libraries to automate the deployment of the Artemis infrastructure to allow users to create, configure, and launch their tests.
- Developed an admin dashboard to make Artemis' CLI functionality available through a graphical user interface using ReactJS and Express.
- Contributed to building custom Docker images for the load generation, data aggregation, and data visualization containers within Artemis' architecture.
- Collaborated with a remote team of engineers, including daily standups and pair programming.
- Authored and presented a technical case study describing the load testing problem domain and Artemis' technical decisions.

Software Engineer, Self-Employed   2020 – 2022
Developed personal projects including:
- Tortoise Bin - A tool to inspect and debug webhook requests. (Nginx, PM2, PostgreSQL, DigitalOcean Droplet).
- Trellis - A Trello-like kanban board for task tracking (MongoDB, Express, Node, React, Redux).
- Shopping Cart - A database-backed inventory management app (React, Redux, MongoDB, Node).
- TodoList - A full-stack web application for keeping track of your todos (Sinatra, Ruby, Heroku, PostgreSQL).

🧠 Skills

Languages	Frameworks	Technologies	AWS Cloud
JavaScript, Ruby, Golang, SQL, HTML, CSS	Express, React, Redux, Sinatra	Git, GitHub, Docker, REST APIs, Nodejs, PostgreSQL, MongoDB, Digital Ocean	Lambda, CDK, SDK, ECS, VPC, CloudFormation, S3, Fargate, ECR, Timestream

🎓 Education

Software Engineering (Capstone), Launch School ↗   2020 – 2022
launchschool.com/employers
Multi-year, mastery-based software engineering curriculum, with progression gated by written exams and live coding interviews to develop problem solving and technical skills.

Bachelor of Science in Media Production, De Montfort University   2016 – 2019