

# Sophie McGarity Software Engineer

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## Profile

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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

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**Co-Creator, Software Engineer, Artemis**  01/2022 – present

- 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

- 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

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### Languages

JavaScript, Ruby,  
Golang, SQL, HTML, CSS

### Frameworks

Express, React, Redux,  
Sinatra

### Technologies


Git, GitHub, Docker,  
REST APIs, Nodejs,  
PostgreSQL, MongoDB,  
Digital Ocean

### AWS Cloud

Lambda, CDK, SDK, ECS,  
VPC, CloudFormation,  
S3, Fargate, ECR,  
Timestream

## Education

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**Software Engineering (Capstone), Launch School**  2020 – 2022

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