

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 infrastructure deployment to allow users to create, configure, and launch their tests.
- Developed an admin dashboard to make 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.
- 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 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 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

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

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