Sophie McGarity Software Engineer

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🪪 Profile

Software engineer, located in Seattle, Washington, with production experience in JavaScript, TypeScript, Node.js, GraphQL, React, Google Cloud Platform, and Kubernetes.

I also built Artemis, an open-source framework for serverless load testing of APIs.

💼 Professional Experience

Software Engineer (Fullstack), Gatsby ↗   06/2022 – 01/2023 │ Remote, US
gatsbyjs.com
- Contributed to the Gatsby open-source repository.
- Maintained distributed services deployed on Google Cloud Platform (GCP).
- Wrote automated tests ensuring the functionality and stability of code (Jest).
- Debugged applications in Kubernetes pods utilizing log analysis, shell access, and kubectl tools.
- Automated tasks such as migrating customers' payment plans (Stripe API, Node.js).
- Revised the billing service to accommodate changes to pricing and packaging by adding new purchasable add-on options for customers (GraphQL, Node.js, React, Stripe API).
- Assisted in the development of an internal tool to toggle customers' single sign-on configuration.
- Participated in a support escalation rotation debugging areas such as authentication, frontend UI, data synchronization, and open-source plugins.

Co-Creator, Software Engineer, Artemis ↗   01/2022 – 06/2022 │ Remote, US
artemis-load-testing.github.io
- Designed cloud infrastructure capable of generating a load of up to 20,000 virtual users (AWS CloudFormation).
- Implemented a solution for simultaneous tests across different load-testing containers.
- Created a CLI application to automate the deployment of cloud infrastructure, enabling users to create, configure, and initiate their load tests (AWS CDK and SDK).
- Developed an administrative dashboard providing a graphical user interface to access CLI functionality (ReactJS and Express).
- Deployed containers handling load generation, data aggregation, and data visualization (Docker).

🧠 Skills

Languages	Cloud	Other Technologies
JavaScript, TypeScript, Node.js, Ruby, SQL	GCP, AWS, Lambda, Fargate, Kubernetes, Docker	PostgreSQL, Git, Express, React, GraphQL, Apollo Client, Jest

🎓 Education

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 skills (Ruby and JavaScript).

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