# **Sophie McGarity** Software Engineer

■ sophiemcgarity7@gmail.com sophiemcgarity.tech Seattle, WA

### **₽** 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 open-source applications with technologies such as React, Redux, AWS, Node.js, Sinatra, SQL, HTML, CSS, Ruby, and JavaScript.
- Built numerous front-end, back-end and full-stack applications such as: A tool to inspect and debug webhook requests and a kanban board for task tracking.

# 🔁 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