Stephanie Simms

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Profile

Software engineer, PhD-level social science researcher, and user-centered design enthusiast. Leveraging my background in studying humans for building technology that aids (rather than frustrates).

Technical Skills

Languages   JavaScript (ES6), Python, SQL, CSS3, HTML5
Libraries & Frameworks   React, Redux, Node.js, Express, Flask, jQuery, Bootstrap
Miscellaneous   Certified Scrum Product Owner, GIS, Image Processing (ENVI), Adobe Creative Cloud

Experience

Software Engineer - Intern   San Francisco, CA
Elevate   Aug 2019 - Sept 2019

- Collaborated on a team to build MVP for new startup offering career consulting services in Express and React.
- Integrated third-party service for scheduling appointments as a full-stack solution. This involved using webhooks, designing data model and RESTful API to process JSON data received from Calendly API, and building React components to embed widget into UI.
- Designed and implemented data model in Postgres and built RESTful API for managing users.
- Wrote Jest and Enzyme test suites; achieved 92% test coverage.

Product Manager   Oakland, CA
University of California, California Digital Library   Jun 2015 - Dec 2018

- Formed international product team to develop and launch new version of DMPTool, an open source application that enables researchers to meet funding agency requirements for open data.
- Directed product development with 6 engineers and 2 UX designers using agile methods; prioritized engineering work via data-driven approach (MySQL, Google Analytics, and user feedback).
- Doubled user registration of main US deployment (currently 35k individuals and 245 research institutions). Coordinated deployments and customization with university and government stakeholders in multiple countries with different policies.

Postdoctoral Fellow, Digital Projects Analyst   Los Angeles, CA
University of California, Los Angeles   Jul 2014 - May 2015

- Developed data models to standardize and integrate research data sources without common frame of temporal and geospatial reference, improving efficiency of research practice and ability to preserve information.

Managing Editor & Journal Fellow   Boston, MA
Journal of Field Archaeology   Sept 2008 - Jan 2014

- Customized UI and workflows for new third-party submission system, streamlining the process for authors and editors.
- Prepared digital artwork and typeset manuscripts in Adobe software and Quark.

Project Manager & Lead Investigator   Yucatán, Mexico
Bolonchén Regional Archaeology Project   May 2007 - Jul 2011

- Spearheaded research plan and drafted proposals to secure permits and funding. Managed project operations.
- Built relational and geospatial databases; collected and analyzed data in Postgres/PostGIS and ArcGIS.
- Trained and supervised 10-40 students and workers annually in field and lab methods.

Education

Rithm School   San Francisco, CA
16-week intensive web-development program. Projects available on Github.   Jun 2019 - Sept 2019

PhD in Archaeology | Boston University
Specialized in ancient and modern Maya human-environment dynamics.

<div align="right">Boston, MA
2014</div>

BA in Classical Civilization | University of California, Los Angeles
magna cum laude - Phi Beta Kappa

<div align="right">Los Angeles, CA
2003</div>

Languages

English (native), Spanish (fluent), Portuguese and German (elementary proficiency)

Interests

Being outdoors (climbing, slacklining, backpacking), attending metal and other concerts, reading scifi and other literature