Tasha Mitchell

Software Engineer, Mid | UI/UX Designer

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Previous TS/SCI clearance with polygraph (Inactive, eligible for reinstatement)

SUMMARY

Experienced UI/UX Designer and Software Engineer with 5+ years of expertise in creating interactive, user-centric web and mobile applications. Passionate about building scalable, high-performance user interfaces that prioritize user experience. Adept at collaborating with cross-functional teams to deliver user-centered applications. Experienced in testing with Jest and Cypress, and committed to writing clean, maintainable code that meets industry best practices. Experienced in both government contracting and commercial focused projects.

SKILLS

Languages & Frameworks TypeScript, JavaScript, React, Next.js, Node.js, Express.js, HTML5, CSS3, TailwindCSS, React Native, GraphQL (Apollo), SASS/SCSS, RESTful API, MobX, Material UI, Leaflet, OpenLayers, D3.js, Bootstrap
Design & Prototyping Adobe XD, Figma, Rapid Wireframing, Interactive Prototypes, Mobile App Design, Adobe Creative Suite (Illustrator Photoshop), Section 508 compliance
Testing Jest (Unit Testing), Cypress (Integration and E2E Testing), Usability Testing, A/B Testing
Development Tools Git, GitHub, Bitbucket, Vite, Expo, React Spring, Framer Motion, Jira, Azure DevOps
Middleware Node.JS, Express.js, Apollo GraphQL, TypeGraphQL
Databases SQLite, PostgreSQL, MongoDB (NoSQL), ORM Tools
Methodologies Agile (Scrum, Kanban), CI/CD, Test-Driven Development (TDD), Web Accessibility (WCAG), Design Thinking

WORK EXPERIENCE

Frontend Engineer (Software Engineer II) Feb '21 — Present
Service Robotics & Technologies Springfield, VA, United States (Remote)
SRT provides a platform solution for monitoring, analyzing, and automating critical systems across various industries including government and DoD facilities by integrating hardware, software, and IoT sensors.

- **Map Application Transition:** Began and took ownership of transitioning a map-based application from bare HTML5 canvas to Open Layers, improving map interactivity by abstracting map functionality into a separate class, making it easier for developers to integrate without deep knowledge of Open Layers. Maintained control of feature (device) states, ensuring the application could handle thousands of devices without lagging, especially for mobile devices.
- **Performance Optimization:** Implemented React Query (Tanstack) to replace the previous refetching method, creating a cache management system that significantly reduced unnecessary network requests and allowed more efficient API state management, resulting in a reduction in component re-renders.
- **Alert Logs & Notification System Redesign:** Improved the design for the alert logs and notification system, allowing users to view device health issues and status changes over time, providing a clearer, more actionable overview compared to the previous icon-based map.
- **UX Design for User Administration:** Designed user administration views that streamlined the process for administrators to add new users to the platform without requiring IT intervention, improving operational efficiency.
- **UI Animation Additions:** Developed responsive UI animations using React Spring for key interface elements like sliding "pop-out drawers" to enhance user engagement. Designed micro-interactions, including "selected/hover/offline" states for device icons, hover states for buttons (improving on a flat design), and loading indicators to show progress and inform users of network activity, addressing issues where users weren’t noticing changes or were uncertain about actions, thereby reducing double clicks for validation.
- **Responsive Design Implementation:** Delivered device-agnostic, responsive designs ensuring compatibility across all browsers, operating systems, and form factors including tablets and mobile devices.
- **Agile Collaboration:** Worked closely with back-end developers in two-week sprints using Jira for tracking, participating in daily stand-ups, sprint planning, and retrospectives to ensure alignment with business objectives.

- **Security Implementation:** Integrated role-based access controls and ensured secure data handling practices in the front-end codebase, implementing authentication verification across protected routes (KeycloakJS).

- **Cross-Browser Testing:** Established comprehensive testing protocols to ensure application functionality across Chrome, Firefox, Edge, and Safari, with emphasis on government-approved browsers.

Software Engineer Jan '19 — Feb '21
Booz Allen Hamilton Alexandria, United States
Developed web applications for GEOINT (Geospatial Intelligence) projects with NGA, using data visualization techniques and hierarchical data structures to represent complex geographic data and relationships.

- **Geospatial Visualization Implementation:** Used D3.js to develop interactive, hierarchical tree structure visualizations that connected to geospatial data. Integrated Leaflet maps to display real-world location data when users interacted with visualization nodes, creating an intuitive interface between abstract data relationships and physical locations.
- **AngularJS to Angular 8 Upgrade:** Transitioned from AngularJS to Angular 8, building out new components and upgrading JavaScript to TypeScript. Implemented modern standards by transitioning from class-based to functional components, abstracting state management with Redux, and optimizing code structure with smaller, modular files. This approach facilitated better collaboration among developers, enabling them to work on the same feature without significant overlap.
- **Design System Implementation:** Collaborated with lead UX designer to create a design system for a portal serving three distinct user groups with separate dashboards. Developed npm packages for reusable, pixel-perfect components, ensuring consistency and improving UI code maintainability.
- **Client Presentations & User Testing:** Led client presentations for government stakeholders, demonstrating interactive prototypes to groups of 10-12 active clients. Gathered and implemented feedback to refine product features and enhance user satisfaction.
- **A/B Testing and User Feedback Analysis:** Collaborated with three product teams (each consisting of 3 members) to conduct A/B testing on wireframe variations for features like map saving and downloading, testing assumptions like the optimal location for map download. Analyzed user feedback and interaction analytics, documented findings, and used results to inform and finalize design decisions, improving navigation and overall usability.

Freelance Graphic Designer | Webflow Developer Nov '18 — Jan '24
MetiStream Tysons Corner, United States (Remote)
Played developer and UX researcher role at the forefront of healthcare analytics, leading the comprehensive redesign and development of MetiStream's mobile-friendly landing pages and marketing website

- Developed compelling graphics, slide templates, and presentation materials for critical client meetings and marketing campaigns, utilizing advanced design tools including **Adobe Photoshop**, **Illustrator**, and **Figma** for creative design.
- Conducted competitor analysis and stakeholder surveys to inform strategic web design decisions and better solidify brand identity, improving overall web presence and user interface.
- Improved mobile responsiveness after discovering 70% of users accessed the site via mobile devices, enhancing the digital landscape and user behavior analysis.
- Created dynamic, engaging landing pages that simplified complex healthcare data concepts for potential clients

PROJECTS

First Watch Weather, https://weatherapp-nine-mauve.vercel.app/ Present

- A React, NextJS Based Application that reimagines Dark Sky's renowned weather interface as a web application, creating a clean, minimalist user interface that serves as both a practical weather service and a testing ground for AI development to enhance web presence and deliver customer value.
- Integrated multiple third-party APIs (OpenWeather, Google Places) with error handling and fallback states.

- Established comprehensive testing strategy using Jest for unit testing, with planned Cypress integration for E2E testing to ensure optimal web server performance and infrastructure reliability.
- Created configurable user preferences system for units (imperial/metric) with persistent storage
- Implementing AI-driven clothing recommendations using LangChain and ChatGPT
- Creating responsive animations for weather transitions and loading states with CSS Animations (Framer Motion)

The Bored Jar Present

- **Technologies Used:** Typescript, React Native, Expo, TypeORM, TailwindCSS, MobX, React-Query (Tanstack), SQLite
- Developed an offline-first mobile app that leverages a shuffle feature to randomly suggest activities, enhancing user engagement and reducing decision fatigue.
- Implemented an activity archive system for improved data management, allowing users to store, update, and remove completed tasks (CRUD).
- Integrated local storage for persistent data management, enabling seamless offline functionality and a smooth user experience.

EDUCATION

Foreign Languages in Bachelor of Arts, George Mason University

Web Development Immersive Program in , General Assembly May '18 — Aug '18

CERTIFICATIONS

ICAgile Certified Professional ICP, ICAgile Feb '19

Certified Usability Analyst, Human Factors International Jun '19

SAFe Certified Professional, Scaled Agile, Inc Nov '19