Tess Lockey *Software Engineer*

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👏 PROFILE

I'm a full-stack software engineer with extensive experience in the JavaScript ecosystem, and proficiency in Ruby, HTML/CSS, and Go. I have a background in design – so I enjoy solving problems, whether visual or code-based!

💼 PROFESSIONAL EXPERIENCE

Creator, Software Engineer at Campfire ⊡   2024 – present

Campfire ⊡ is a self-hosted, CI/CD development framework that deploys dedicated preview environments with integrated collaboration tools on AWS.

- Designed overall architecture of Campfire composed of AWS ECS Clusters, Application Load Balancer, Lambdas, S3, Secret Manager, GitHub Actions and GitHub App.
- Architected a routing system using AWS Application Load Balancer to enable reliable access to preview apps hosted on ECS Clusters.
- Contributed to Campfire's CLI, which automates the deployment and teardown of AWS cloud infrastructure, reducing a 40-step workflow to one command.
- Developed a GitHub App that manages synchronization of comments between the feedback interface and the pull-request.
- Implemented a Campfire SDK to enable session-replay functionality through inter-iframe communication otherwise blocked by security protocols.
- Architected and implemented RESTful API facilitating serverless backend communication (AWS API Gateway, Lambda, Secrets Manager).
- Implemented a user-friendly UI for integrated commenting and session-replay using React and Material UI.
- Authored a comprehensive **case study** ⊡ providing an in-depth analysis of Campfire's problem domain, system design, and engineering decisions. *campfire-previews.github.io* ⊡

Software Engineer on Open Source Projects   2021 – 2024

Developed numerous personal and open-source web applications.

- **Rainbucket** - A web development tool to inspect and debug webhook integrations at real-time (React, Express, Node.js, MongoDB, PostgreSQL, WebSockets, Nginx, Digital Ocean)
- **Musical Boxes** - An interactive musical experience using the Tones.js framework that captures and replays your notes (HTML, CSS, JS, jQuery)
- **Ultimate Team Tracker** - An application to track Ultimate Frisbee teams, players, and scores (Ruby, Sinatra, Postgres, Puma, ERB)

Designer & Illustrator | Self-Employed   2020 – 2022

Designed and illustrated assets for start-ups, non-profits, animation studios.

- **Common Energy** designed and art-directed video and graphic ads and informational assets.
- **Bearded Fellows** illustrated 48 stills under an art director for use in an animation.

🧠 SKILLS

Back End	**Front End**	**Cloud**	**Other**
Node.js, Express, GoLang, PostgressSQL, MongoDB, REST APIs, Ruby, Minitest, Sinatra	JavaScript (ES6+), TypeScript, React, jQuery, Handlebars, HTML/CSS, Material UI	AWS (ECS, ELB, Lambda, CloudFormation, S3, IAM), Digital Ocean, Heroku, Fly.io	Git/GitHub, Docker, Linux, Bash, WebSockets, HTTP, Jest, OOP, Nginx, Postman, Cypress

🎓 EDUCATION

Launch School   2021 – 2024

Multi-year, mastery-based software engineering curriculum. Read more at *launchschool.com/employers* ⊡

AAS Software-Web Development (Honors), College of Southern Nevada   2021 – 2023 | Las Vegas, NV

Bachelor of Fine Arts in Illustration (Honors),   2015 – 2019 | Sarasota, FL
Ringling College of Art and Design