

# Tess Lockey Software Engineer


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## PROFILE

A full-stack engineer with a background in design and a love of learning. I'm passionate about tools that enable the doers and dreamers of the world. I like to approach everything with empathy and curiosity, and I'd love to work with a team that does the same.

## ENGINEERING EXPERIENCE



**ZenML**, *Software Engineer*  2024 – present

[ZenML](#)  is an open-source framework that enables data scientists to take ownership of the entire **machine-learning pipeline**.

- Developed a new IDE-integrated onboarding experience for ZenML users utilizing **Dev Containers** and a **custom VSCode extension** in TypeScript and Python
- Designed a custom code runner to interface with VSCode integrated terminal in the absence of a dedicated VSCode API endpoint
- Authored a **technical blog** post on using Dev Containers on Codespaces, crafting Webviews in VSCode extensions, creating internal tools to smooth over the flow-editing process, and the VSCode extension API

**Campfire**, *Creator / Software Engineer*  2024 – present

[Campfire](#)  is a self-hosted, open-source **CI/CD development framework** that lets teams on GitHub deploy 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**.
- Automated the deployment and teardown of AWS cloud infrastructure through the Campfire CLI, **reducing a 40-step workflow to one command**.
- Developed a GitHub App that manages the 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](#) 

**Open Source Projects**, *Software Engineer* 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)

## SKILLS

### Back End

Node.js, Express, GoLang, PostgreSQL, MongoDB, REST APIs, Ruby, Minitest, Sinatra

### Front End

JavaScript (ES6+), TypeScript, React, jQuery, Handlebars, HTML/CSS, Material UI, Cypress

### Cloud


AWS (ECS, ELB, Lambda, CloudFormation, S3, IAM), Digital Ocean, Heroku, Fly.io

### Other

Git/GitHub, Docker, Linux, Bash, WebSockets, HTTP, Jest, Nginx, Postman

## EDUCATION

**Launch School** 2021 – 2024

Multi-year, mastery-based software engineering curriculum. Read more at [launchschool.com/employers](#) 

**Associates of Applied Science in Software-Web Development (Honors)**, 2021 – 2023

College of Southern Nevada

**Bachelor of Fine Arts in Illustration (Honors)**, Ringling College of Art & Design 2015 – 2019