Feather Moon Osborn

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Work History

Snapdocs ~ *Software Developer*

San Francisco, CA ~ 2016-2018

- As sole responsible engineer, built internal tools that allowed support team to grow to handling an additional 150 accounts representing \$5mm in revenue, without increasing headcount
- Took ownership of customer-facing product choices, from identifying problems and selecting key metrics, through development and user adoption
- General troubleshooting, internal tool improvements, and knowledge sharing as company grew from 18 to over 50 employees

Freelance Costume Design

2007-2019

- Create and repair costumes for professional performance troupes, individual clients, and personal use
- Bring elaborate designs to life while maintaining durability and comfort

Projects

proto-typist ~ proto-typist.xyz (GitHub)

Habit-corrective typing practice

- ReactJS and Flux patterns facilitate instant feedback while avoiding disruptive page reloads
- Responsive but lightweight realistic design using layered CSS

Mahou Mojo! ~ tuffylock.fyi/mahou-mojo (GitHub)

HTML5 rhythm game

- Dynamic animated environment with level-specific tempo and game score affecting motion, tweening, and gameplay
- Modular, state-based architecture via Phaser framework

ActiveRecord Lite ~ GitHub

Standalone recreation of Ruby on Rails functionality

- Utilizes Ruby meta-programming to map database information to Ruby objects
- Encapsulates distinct feature logic in exported modules

Skills

- Javascript
- React.js
- jQuery
- Node
- Ruby
- Rails
- RSpec
- HTML5
- CSS3
- SQL
- git
- AWS

Education

App Academy
Seattle Central College ~ Associate of Arts

San Francisco, CA ~ 2015-2016 Seattle, WA ~ 2007-2009