Virginia Knight

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SKILLS

Ruby on Rails, JavaScript, TypeScript, React, Redux, Next.js, HTML, CSS, MongoDB, Node.js, Express.js, SQL, GraphQL, Prisma, Webpack, jQuery, Git, Heroku, SAS, AWS S3, Argo, REST APIs

EXPERIENCE

Software Engineer | March 2022 - Present
Caribou Financial

- Built, deployed, and monitored new features in event-driven and service-oriented architecture across multiple tech stacks, including a Ruby on Rails web application and TypeScript microservices
- Worked closely alongside senior and staff engineers to envision and create achievable solution designs and gain feedback for writing custom, scalable code for core lending-related business features
- Collaborated with members of various teams to reduce existing tech debt and migrate away from outdated technologies, resulting in annual savings of well over $75,000

Statistical Programmer | June 2018 - July 2021
Precision for Medicine

- Created and validated data models and statistical summaries for pharmaceutical clinical trial data using the statistical software suite SAS for over 30 clinical trials
- Served as a lead programmer for six clinical trials by discussing the study logistics with clients, managing a team of programmers' workloads, and overseeing study progression
- Worked extensively with others to develop efficient programming techniques for the Biostatistics department, including taking part in a committee to validate the functionality of useful macros for department-wide use

PROJECTS

Quizard   [github]
JavaScript, React / Redux, HTML / CSS, Express, MongoDB, Node.js, WebSocket
An interactive web application that allows users to create and play quiz games with their friends

- Employed WebSocket connections to allow users to participate in real-time live game sessions and live chat
- Spearheaded development as Front End Lead by developing, structuring, and styling form inputs and static pages as well as providing support to fellow team members on both front-end and back-end technologies

Popcorn   [live site] | [github]
JavaScript, Canvas, HTML / CSS, Webpack
A single-page browser app in which players align puzzle pieces in a grid to pop pieces of popcorn

- Leveraged vanilla JavaScript and DOM manipulation to handle all visual effects in addition to timed, round-based game logic
- Implemented a queue data structure to perform breadth-first node traversal when determining the status of puzzle pieces within the game grid

EDUCATION

App Academy | February 2022 | New York, NY
Immersive software development course with a focus on full-stack web development

San Diego State University | May 2018 | San Diego, CA
College of Sciences, Bachelor of Science, Statistics