

Melissa Young

Front End Engineer

EXPERIENCE

Software Engineer at WillowTree

Charlottesville VA, November 2017 - June 2019

- Developed on native Android platform for two different clients, contributing for three months to a pre-existing app for a movie theater chain using Java, and also for a 1 ½ on an app started from scratch for a worldwide fitness gym chain using Kotlin.
- Contributed features to app that had a consistent release cycle of every 2 weeks and were used by over 10K users.
- Discussed and presented different features with clients, in order to ensure best native practices were utilized, and that new features reflected client's expectations.
- Worked as a part of interdisciplinary teams of designers, software testing engineers, project managers, and software engineers of other platforms to help ensure quality of app from start to finish.

Software Engineer Co-op at Intuit

San Diego CA, January 2016 - August 2016

- Worked on the internal team of 6 on the Front End of an internal tool using Angular 1 that used social media to create and publish widgets utilizing public posts from multiple social media APIs such as Twitter, Facebook, and Instagram that could then be embedded on external facing web pages.
- Created prototype of a new feature on a pre-existing external facing product that was tested in UX lab workshops onsite to gauge potential positive impact for all users.
- Researched, compiled, and presented ideas for product concepts centered around gamification to direct project managers as well as the product manager they directly reported to, with a positive reception.

Student Developer at RIT CAIR Lab

Rochester NY, June 2014 - September 2015

- Worked as a developer full and part time on a small student team led by a professor that focused on researching and creating accessible software for the visually impaired. Projects varied from creating IDE for NXC robots using Java to a data sonification website using JavaScript.
- Assisted in teaching a two week CS camp at the Perkins School for the Blind, where the students used our completed software as part of the curriculum and allowed us to gather user feedback for future iterations.

EDUCATION

General Assembly - Seattle Campus

Seattle WA, Completed April 2020

13-week, 480+ hours Software Engineer Immersive Program

Rochester Institute of Technology

Rochester NY, Graduated December 2017

B.S, Bachelor of Science in Game Design and Development

CONTACT INFORMATION

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SKILLS

Main Languages

JavaScript, Kotlin, Python,
HTML & CSS

Web Technologies

React, Bootstrap, Material UI, EJS,
Node, Express, Sequelize,
Postgres, GraphQL, Apollo,
Mongoose, MongoDB, PhaserJS

Tools

Git, GitHub, JIRA, TeamCity,
Heroku, CircleCI, Android Studio

Other

Conversant in Portuguese

Community Involvement

WillowTree

Taught various CS-based workshops and provided mentorship at hackathons for middle school to college aged students to help encourage young people to pursue CS.

Women in Computing

Instructor for CS-based workshops and events to help bring exposure to CS to kids of all ages and backgrounds.

Current Project

GameRally - EJS, Express,

Sequelize, Postgres web

application that is a meetup

service for board game

enthusiasts.