



**I'm Malinda, a software developer who is passionate about creating accessible & beautiful web presences, teamwork, and efficient development lifecycles.**

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#### LANGUAGES, TOOLS, AND FRAMEWORKS

- Vue 2 with Vuex, Vue Router
- Typescript
- Modern SASS/CSS
- Laravel/PHP
- GraphQL & REST API creation, consumption
- MySQL
- Mocha/Chai/Cypress
- Front end build systems (Webpack/Laravel Mix)
- Headless CMS (Storyblok, Sanity)
- Nuxt
- Designing and prototyping in Figma
- Deployments with Heroku/Digital Ocean

#### WORK EXPERIENCE

### **Punchlist** **Senior Software Engineer**

**January 2022 - May 2022**

Punchlist is a web application that provides an annotation layer to any website or document you want reviewed or want to collaborate on and receive feedback.

I started at Punchlist along with 4 other people (1 engineer, 2 other company positions) as their very first hires and we were expected to move quickly and concisely to work toward finding product/market fit. I helped shape development lifecycles and work flows, and in my first few days of work, I began converting the codebase to TypeScript by re-working build tools, programatically converting existing files to .ts, and providing a roadmap for full conversion. Most other work was prioritized by customer needs, bug reports, and next attempts to find what would drive conversions. General responsibilities were full frontend build out of new components, including UI/UX design and API architecture.

### **Sonar Software** **Lead UX/UI Developer**

**February 2021 - January 2022**

Sonar is an enterprise B2B SaaS product for ISPs with a robust feature set that includes billing, ticketing, network monitoring, inventory management, scheduling, service provisioning, and more. It's built on Laravel with a custom GraphQL API implementation and uses Vue/JS/Websockets on the front-end.

- Use customer feedback, surveys, and user interview data to help identify pain points and implement impactful changes through user-based design principles.
- As the first and only visual role on the dev team, I am the gatekeeper of UX/UI decisions, from new features to existing improvements to the web app, marketing site, blog, or mobile app.
- Designed and developed a Purchase Ordering system with Vendors, Inventory Items, PO Creation, PO Receiving, PO Approval System on an extremely aggressive timeline.
- Implemented a proper research and prototyping phase for existing pieces of the app that need overhauled.
- Contribute to the 'pitch' writing process--a pitch is a document that outlines a fully scoped piece of functionality that can be developed, tested, and released in a 6 week period.
- General protector of my coworkers free time and happiness at work. I want them to feel valued as smart developers, make sure they aren't being micromanaged, and speak up for them if they aren't comfortable doing so.

## Sonar Software

### Senior Front-End Developer

March 2019 – February 2021

- Designed and developed a real-time notifications system via websockets that also allows users to opt-in to relevant information.
- Built out ticketing front-end with conversational threads, ability to message internally or email externally, view relational data, see when others are replying to the ticket, and more.
- Responsible for visual and functional build out of more foundational features for V2 of the web app.
- Demonstrated the need to move from the wild west of coding (everyone merging into develop, no project management) into an organized software development lifecycle and helped craft these processes specific to the company and team needs.
- Realized the spirit of the initial process was being lost and burning out all of my coworkers, so I dove into more research of product development and brought forward documentation and guidelines for implementing Basecamp's Shape Up methodology in the company.

## Aspenware

### Front-End Developer

December 2018 – March 2019

- Create, build, style, test, and update Vue components for the base e-commerce application/monorepo. These components integrated with an e-commerce platform (NOPCommerce) and the .NET backend.
- SCSS theming for numerous client sites, often sitting alongside their current css.
- Built out a Vue component as a "plugin" for a single client site – a dashboard for skiers to see their days skied at Jackson Hole Resort.
- Spearheaded efforts to modernize the development flow so that code reviews were performed, pull requests were approved, node modules and pre-built code weren't being checked in.

## Emerson Stone

### Lead Software Developer

June 2015 – December 2018

Emerson Stone was an 11-person design & development agency in Boulder, CO. As their first hire outside of the agency founders, I was expected to learn and do whatever was needed for our projects and clients, from backend to frontend, from design to product walkthroughs with the client.

- Developed numerous SPAs with Vue frontends for very large web applications (heavy data queries, over 90k users), creating and consuming a REST API backend with Laravel and MySQL database.
- Built custom Wordpress marketing sites utilizing Advanced Custom Fields and Timber.
- Laravel admin panel sites with Backpack or Nova.
- Created a custom SCSS kit (in the vein of Bootstrap) for team use on every project.
- Helped hire junior developers and interns and provide guidance and mentoring

## SIDE PROJECTS

### CarbonContests.com

Carbon Contests is my longest on-going side project that I run with a friend of mine. The site offers fantasy sports type games for golf, football, basketball, auto racing, and is open to everyone. We have an active user base of over 7000 users with year-to-year growth. This is a stable application that doesn't require a ton of my time and will never become my job, but it does offer me a place to learn and try out new things and it was basically created out of my desire to get better with Laravel and learn GraphQL.

Carbon Contests is built with Vue, Laravel, GraphQL, Redis, and MariaDB. It is deployed from Heroku and serves over 20k requests a day on the smallest dyno available with an average response time of 90ms.