

Software Engineer | Portland, OR | blnktd@gmail.com | github.com/blnkt

As a software engineer with nine years of experience, I am passionate about web accessibility and developing innovative interactive web experiences that convey complex data narratives. I learn new concepts swiftly through practical experience and am comfortable working under tight deadlines. I excel when working independently, as part of small teams, and in leadership roles. Let's work together to make the web more engaging and inclusive!

Skills & Technologies

- HTML, CSS, Sass, CSS in JS, Styled Components, Javascript ES6, Typescript
- React, React Native, Next.js, Gatsby, Vue
- D3, Three.js, Express, MathML/MathJax
- WordPress, Craft CMS, Contentful
- Cypress, Jest, Storybook, react-testing-library
- GraphQL, PHP, Node.js, Python
- Terraform, GCP, AWS, Docker, K8s, ArgoCD

2019 — 2024 | Rubin Observatory: Education & Public Outreach Team (EPO) | Senior Web Developer, Technical Lead

- Led development of interactive educational web apps that explore the science of the Rubin Observatory topics (React, Next.js, D3, three.js, aladin-lite, GraphQL, Craft CMS 4)
- Contributed significantly to the design and migration of EPO technical infrastructure from AWS to Google Cloud (k8s, Docker, Terraform)
- Unit and integration testing (Cypress + react-testing-library) and GitHub Actions Workflows for CI/CD
- Led day-to-day project and people management for an Agile dev team
- Participated in EPO planning, budgeting, and reporting
- Hired, onboarded, and mentored EPO developers and interns, supporting them in reaching milestones, delivering features, and adopting new technologies and Agile methodologies
- Documented internal tools and workflows
- Managed external vendors, defining scope, communicating between vendors and stakeholders, and reviewing deliverables

2015 — 2018 | Cast Iron Coding | Frontend Developer

- Planned and executed frontend development (HTML, PHP, SCSS, and Javascript) based on client's visual designs and wireframes
- Communicated with backend developers, stakeholders, and project managers
- Gained expertise in a wide range of JS Frameworks (React, Vue, and Angular) and CMS (WordPress, OctoberCMS, Craft, and Typo3)

2014 — 2015 | WILD | Software Engineer

- Built web apps for interactive hardware installations, including an SMS-controlled isometric RPG rear-projected onto three storefronts and software for sensors and actuators used in mixed-reality experiences (Unity, C#, Python)
- Learned to scope projects and prioritize delivery of a minimum viable product

EDUCATION

- Reed College | Bachelor of Arts | 2009
- Epicodus | Full Stack Web Development | 2014