Jasmyne Carson

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Utah, United States

Education

Brigham Young University – Bachelor of Science: Computer Science, 2018

Skills

LANGUAGES

Javascript, Typescript, Ruby, SQL, C#, Python, Java, C++, C, GDScript, VBA, EDI, yaml, HTML, CSS

TECHNOLOGIES

ReactJs, Ruby on Rails, Ruby Minitest, Cypress, GraphQL, Redis, PostgreSQL, Ransack, NextJs, Tailwind, Git, Kubernetes, Terraform, Docker, Azure Cloud Services, Azure DevOps, .NET Framework, Framer Motion, Excel Javascript API

OTHER

Jira, Bitbucket, Logrocket, Sentry, Rubymine, Visual Studio Code, Chrome DevTools, Postman, Intercom, Github Copilot, Godot, Agile Framework, Blender, Illustrator, Premiere Pro, Lightroom

Experience

WEB DEVELOPER - FULL STACK, KADINCE, REMOTE – JUN 2023 - PRESENT

Designing and developing features for the Kadince web platform that enhance the platform's capabilities and improve the customer experience. Extending functionality in both the frontend ReactJs and backend Ruby on Rails. Utilizing integrated technologies like GraphQL and Redis to solve problems and build new functionality. Working with the PostgreSQL database primarily through Ruby on Rails Active Record and occasionally designing SQL queries to implement Ransack capabilities.

Writing unit and end-to-end integration tests using Minitest tests and fixtures for the Ruby backend and Cypress tests for the Javascript frontend. Advocating the practice of writing JsDocs and RDocs in the codebase to improve the developer experience. Assisting in refactors to help increase codebase quality and the developer experience.

Investigating, triaging, and fixing issues discovered in the Kadince web platform by utilizing Sentry and Logrocket to identify and troubleshoot customer errors. Navigating and grok-ing legacy Javascript and Ruby code to fix bugs and improve codebase quality. Regularly using Chrome DevTools to monitor network calls, inspect the Redis cache, view ReactJs components and associated properties, and debug frontend Javascript code. Using Postman to debug GraphQL queries and test Kadince's customer-facing API.

Interacting with Kadince customers utilizing the Kadince GraphQL API and Single Sign-On features through online video calls and Intercom support.

Coordinating with the team using Jira boards for project management and Bitbucket for CI/CD pipeline and repository management. Utilizing the IDE Rubymine and GitHub Copilot extension to increase personal throughput and efficiency.

PERSONAL GOAL PURSUIT, REMOTE — OCT 2021 - JUN 2023

Software Development: Built a personal website using NextJs, Typescript, and Tailwind. Continually use it as a platform to try new technologies, libraries, and side projects. Created other stand-alone projects to explore new programming frameworks and APIs such as OpenAI, React Native, Apple's CoreHaptics API, and Swift WatchOS.

Game Development: Built proficiency in the Godot game engine by studying the Godot documentation and completing time-boxed personal projects. Programmed player scripts and game mechanics in GDScript. Developed supplementary skills in shader programming, animation, 3D modeling, pixel art, and 2D art using applications like Blender, Adobe Illustrator, and Procreate. Competed in 6 game jam competitions as a solo developer and placed top 5 in the most recent competition. Documented parts of this journey as devlogs on YouTube using Adobe Premiere Pro for editing and Procreate for custom animations.

SOFTWARE ENGINEER - FRONT END, MICROSOFT, REDMOND, WA — APR 2019 - SEP 2021

Collaborated with project managers and cross-domain stakeholders to extrapolate business rules and roles hidden in manual processes. Designed a workflow using these rules for Microsoft's Supply Chain planning team that dramatically increased efficiency and eliminated errors.

Prototyped the workflow in VBA and tested the tool with users. The effectiveness of the design was so immediate that management immediately incorporated the prototype into the standard work process for all planners.

Rebuilt the tool in ReactJs and used the Excel Javascript API to make the app an Excel add-in. Continued to increase accuracy, remove redundancy, and clarify the processes.

SOFTWARE ENGINEER - BACK END, MICROSOFT, REDMOND, WA — APR 2019 - SEP 2021

Leveraged Kubernetes, Docker, and Terraform to create and launch an aggregate information pipeline on Azure Cloud Services. Programmed in C# using .NET Framework.

Regularly rotated in as an on-call DRI with responsibilities to triage incoming bugs, monitor the service, recover the service from outages/regression bugs/broken builds, and work through project technical debt to improve the health and maturity of the service.

Designed SQL and GraphQL queries to retrieve data efficiently and quickly. Helped the team make decisions on how to index and partition databases.

Used Azure DevOps and Azure Pipelines for team and repository management. Worked with many Azure services; Cosmos DB, Blob Storage, Azure Kubernetes Service, Event Grid, App Service, Functions, App Insights, App Configuration, Active Directory, Key Vault, and Virtual Network.

PROGRAM MANAGER, MICROSOFT, REDMOND, WA – SEP 2018 - APR 2019

Managed the partner relationships, scheduling, and execution of over ten major supplier transitions to a new integration system. Regularly coordinated across time zones in India, China, and Europe to organize meetings, integration tests, status reports, and go-live schedules.

Assisted the software engineering team in debugging and analyzing EDI payloads.

PROGRAM MANAGER - INTERNSHIP, MICROSOFT, REDMOND, WA – MAY 2017 - JUL 2017

Assisted in end-to-end smoke testing of a recently deployed service, and used SCRUM techniques to assist a software engineering team in closing their sprint.

Managed and collaborated with a team of engineers to create a proof-of-concept and video pitch for an idea that leveraged IoT (Internet of Things), RFIDs, and blockchain to revolutionize Supply Chain.

RESEARCH ASSISTANT, BRIGHAM YOUNG UNIVERSITY, PROVO, UT – JAN 2017 - APR 2017

Studied and worked with the agent-oriented programming language Brahms to assist a graduate student in developing a SATS model. Created a logging system that captured the activated parts of the model and generated an accurate coverage report used for active testing.

UNDERGRADUATE TEACHING ASSISTANT, BRIGHAM YOUNG UNIVERSITY, PROVO, UT – AUG 2016 - DEC 2016

Assisted over 300 students in developing programming skills covered in the CS 236 BYU course, Discrete Structures. Skills included understanding and implementing basic discrete mathematical structures like state machines, regular expressions, grammars, propositional calculus, proof techniques, predicate calculus, sets, relations, functions, graphs, and programming in Java.

Regularly worked with colleagues and professors to identify the needs of the students and create policies that would help the students succeed.