Colleen E. Cleary

(646) 422-9052 • Los Angeles, CA
cleary.ce@gmail.com • https://colleencleary.github.io/

Software Engineer

SKILLS

JavaScript, React, Next.js, HTML, CSS, SCSS/SASS, Vue, Angular, Node, Python, C++, Java, Django, Ruby on Rails, Liquid, PHP, SQLite3, Mongo, Mongoose, PostgreSQL, Git/Github, Jira, BitBucket, Content Management System (CMS), Shopify, E-Commerce, Wordpress, After Effects, Illustrator, Photoshop, Figma, Sketch, Responsive Web Design

Coursework: advanced C++, Java, x86, Object-Oriented Programming, data structures, discrete mathematics, linear algebra, multi-dimensional calculus, numerical analysis, software development, web application architecture and servers, visual design and user experience

Bonus!: Quick learner, adaptable, highly motivated, enthusiastic problem-solver, awesome at time management and multi-tasking, strong collaborator and leader, excellent communicator (analytical, written, and verbal)

EXPERIENCE

Red Antler September 2019 - Present
Web Engineer Brooklyn, NY
I collaborate with internal Digital Designers, UX Designers, and clients to bring complex, animated, and unique e-commerce and marketing websites to life using a variety of languages and frameworks, including React, Vue.js, Next.js, HTML, CSS, Liquid, and PHP. I take pride in my creativity, especially when it comes to delivering easy-to-use and highly customizable CMS to the client. I coordinate across disciplines and other engineers throughout the pipeline to ensure deadlines are met and the code I create is clean, accessible, and reusable. I also lead demos and training sessions for clients/contract developers and conduct daily internal code reviews with my team.

General Assembly, Software Engineering Immersive August 2019 – September 2019
Instructional Associate Remote
Assisted in the instruction of a full-time immersive software engineering course, creating curricula -aligned lesson plans and assignments, assigning and grading homework and projects, and monitoring progress of students as they learned software engineering principles and best practices.

American Museum of Natural History, BridgeUP: STEM September 2018 – August 2019
Helen Fellow New York, NY
Python scripting for astronomical scientific research, including using the museum's high-powered computer cluster to model the complex chemistry in the atmospheres of brown dwarfs. I also led a team of 6 high school students in their own Python and SQL based astronomy research project to format and ingest new data into an existing sqlite3 database and create 3D visualizations of the data with the museum's open-source planetarium visualization software, OpenSpace.

American Museum of Natural History February 2016 – May 2018
Undergraduate Student Researcher New York, NY
Developed Python scripts for analyzing and modeling astronomical data (including high resolution cosmological simulations of black holes in dwarf galaxies, as well as brown dwarf photometry). Additionally, served as programming resource to other students.

Midtown Comics September 2010-June 2016
Assistant Manager New York, NY

NASA Goddard Institute for Space Studies May 2015 – August 2015
Undergraduate Student Researcher New York, NY

EDUCATION

Full Stack Web Development Immersive (August 2018), General Assembly
Physics B.A. with minor in Mathematics (May 2018), City University of New York at Hunter College
Computer Science A.S. Candidate, City University of New York at LaGuardia Community College