Danielle Matton - Software Engineer

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Software Engineering Skills

Front-End: Angular, React, Vue, TypeScript, JavaScript, CSS, HTML

Back-End: Python, Node, Scala, Ruby, PHP

Testing: Jest, Karma, Cypress

Tools: Visual Studio, IntelliJ, Git, Figma, Chrome DevTools

Techniques: Agile Development, Behavior-Driven Development, Test-Driven

Development, OOP

Professional Experience

GreenLists | Full Stack Software Engineer

October 2023 - Current

- Lead frontend development of the company's E-Commerce website using React.
- API and database development in PHP and Postgresql.
- Involved in UX design for emergent features and website improvements.

Enervee | Frontend Software Engineer

April 2022 - May 2023

- Focused on developing the cart and checkout experience for the V2 E-Commerce website.
- Practiced behavior-driven development using Jest and Angular 12+.
- Created an Angular library shared across frontend teams.
- Engaged in API development in Python, API development discussions, and code reviews.
- Maintained the company's V1 website with bug fixes and improvements.

Decentrix | Frontend Software Engineer

June 2020 - April 2022

- Developed and maintained Order Management Systems software applications for clients such as Comcast, Verizon, and AT&T.
- Practiced test-driven development using Jest and Cypress with Angular 11/12.
- Worked with cross-functional teammates to scale API in Scala.

Personal Technical Projects

DOTJoin | Social Media Application

May 2020

- React frontend with hooks and React-Redux, Node backend using Express.js.
- Integrated JWT and OAuth for user authentication.

Craft Chat | Chat Room Application

April 2020

- Implemented real-time communication using Socket.io, JavaScript frontend, and Node/Express.js server.

Curator | News/Content Aggregator

March 2020

- React frontend with Redux and Redux-saga, Ruby on Rails backend.
- Scrapy Python framework for web-crawling, exporting data to CSV files.
- Integrated JWT and OAuth for user authentication.

Education

- Flatiron School | Software Engineer Immersive Program March 2020
- University of Oregon | Bachelor of Science in Human Physiology, Minor in Chemistry June 2013