

Veronica Ni

Full Stack Engineer, Designer

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PROFESSIONAL SUMMARY

I am a front-end focused, full-stack engineer with previous experience as an art director in creative advertising, motion graphics, and mobile games for national and independent digital platforms. I aim to improve my technical skills in a collaborative, cross-functional team, and leverage my experience to effectively address engineering and design needs.

TECHNICAL SKILLS

Languages & Libraries: Typescript, Javascript, Python, SQL, HTML, CSS, jQuery, Markdown

Frameworks / Tools: React, Django, Flask, Express, SQLAlchemy, PostgreSQL, AWS, Node.js, Jest, Jasmine, unittest, VSCode, Git, Github, TDD, npm, Insomnia, Babel, SASS, Jinja

Other: Adobe Photoshop, Adobe Illustrator, Adobe Indesign, After Effects, Figma, Affinity Designer

SOFTWARE ENGINEER EXPERIENCE

Software Engineer Intern

November 2023 – March 2024

Rithm School

Remote

- In use by Rithm's Student Information System. Implemented **site-wide tagging system** to optimize search results for curriculum resources such as events, lectures, assessments, and exercises.
- Wrote model factories with Django's `factory_boy` to streamline testing process for built features, in accordance to best practices and codebase requirements, with **99% test coverage**.
- Presented research findings of database architecture for user, staff, and student data to enhance team understanding within two days of introduction to a **80,000~ line codebase**.
- Communicated regularly with project leads according to **Agile methodologies**, and shared resources and problem-solving approaches with team members through pair programming.

TECHNICAL PROJECTS

Flask Cafe

[Live Demo](#) | [Github](#)

- Built a full stack MVP Flask application with **Google Maps API integration** to allow users to browse cafes, add new cafes, add menu specialties, and add stores to profile favorites.
- User **authentication** and **authorization** validated across all routes with 93% testing coverage. Used Flask-WTFORMS to validate form data and enable CSRF protection on all POST routes.
- Designed **relational database schema** with PostgreSQL to maintain records of users, shops, and cities and allow for efficient mapping of relationships between records during database querying.
- Leveraged Jinja HTML templating for **reusability** of front end code as application scales. Incorporated Bootstrap and Sass styling for brand identity, and AJAX for front-end responses to user actions.

ShareBnB

[Live Demo](#) | [Github](#)

- Built a full stack MVP from scratch utilizing React's **modular, component-based architecture** in order to maintain reusability of JSX elements and efficiency of code as users scale for a space-rental application.
- Designed database schema to integrate AWS S3 for file management in order to **reduce database load**, retain file backups with granular security options, and allow for data scaling at low pricing.
- Built custom API system in frontend to interface with Flask backend server according to **RESTful API** standards.

ADDITIONAL WORK EXPERIENCE

Assistant Language Teacher

September 2021 – July 2023

Kanazawa Board of Education

Kanazawa, Japan

- Revamped design and documentation of 80 page onboarding packet for incoming teachers to streamline cultural immersion and understanding of educational policies, workplace, and school culture.
- Introduced online tools, games, and visual lessons to classrooms, resulting in **increased student engagement** with curriculum material.
- Organized community activities and provided advice on cultural adjustment and daily living as an area leader.

Art Director

September 2016 – August 2020

Black Math, Inc.

Boston, MA

- Spearheaded **conceptual design to final delivery** of design systems and branding campaigns for digital platforms, web and television animation, live events, and visual effects. Clients included America's Test Kitchen, Arnold, Bai Brands, Facebook, Instagram, Kellogg's, National Geographic, Reebok, Boston Museum of Fine Arts, Starbucks, and more.
- Established **effective design processes** and **flexible workflow pipelines**, ensuring consistent timely delivery of design assets under tight deadlines and project scope changes.
- Communicated with clients, resourced freelance talent, presented creative pitches to senior management, and worked with the design and animation teams to maintain **style consistency and quality**.

Art Director

May 2015 – January 2016

Massachusetts Digital Games Institute x RISD

Worcester, MA

- Developed a mobile game from start to launch for iOS and Android in a team of programmers and designers.
- Ensured **optimization of assets** according to game-standard specifications for Unity deployment. Collaborated with programmers, project managers, and designers to solve UI/UX, design, and technical challenges.
- Drove artistic direction and maintained team communication to ensure branding consistency for **commercial release** in the App and Google Play Stores. Created branding documentation to streamline onboarding new designers.

EDUCATION

Rithm School

2023-2024

Full Stack Web Development Bootcamp

Remote

Rhode Island School of Design

2012-2016

B.F.A Illustration

Providence, RI