# FRANCESCA RICARDO

# Software Engineer

- fran.ricardo@email.com
- **)** (123) 456-7890
- New York, NY
- In LinkedIn

### **EDUCATION**

B.S.

**Computer Science** 

### **University of Pittsburgh**

- iii September 2008 April 2012
- Pittsburgh, PA

### **SKILLS**

- Python (Django)
- JavaScript (NodeJS, ReactJS, jQuery)
- SQL (MySQL, PostgreSQL, NoSQL)
- HTML5/CSS
- AWS
- Unix, Git

#### **WORK EXPERIENCE**

### Software Engineer

#### **Embark**

- iii January 2015 current
- New York, NY
- Worked with product managers to re-architect a multi-page web app into a single page app, boosting yearly revenue by \$1.4M
- Constructed the logic for a streamlined ad-serving platform that scaled to 35M users, which improved the page speed by 15% after implementation
- Tested software for bugs and operating speed, fixing bugs and documenting processes to increase efficiency by 18%
- Iterated platform for college admissions, collaborating with a group of 4 engineers to create features across the software

# Software Engineer

#### **MarketSmart**

- iii April 2012 January 2015
- Washington, DC
- Built RESTful APIs that served data to the JavaScript front-end based on dynamically chosen user inputs that handled over 500,000 concurrent users
- Built internal tool using NodeJS and Pupeteer.js to automate QA and monitoring of donor-facing web app, improving CTR by 3%
- Reviewed code and conducted testing for 3 additional features on donor-facing web app that increased contributions by 12%

## Software Engineer Intern

### **Marketing Science Company**

- 🖮 April 2011 March 2012
- Pittsburgh, PA
- Partnered with a developer to implement RESTful APIs in Django, enabling analytics team to increase reporting speed by 24%
- Built out a unit testing infrastructure with Selenium for a client application that reduced the number of bugs reported by the client by 11% month over month

### **PROJECTS**

### Poker Simulation

- Built a full-stack web app to allow users to simulate and visualize outcomes of poker hands against opponents of different play styles using open source cards.js on the front-end
- Used sci-kit learn in Python to simulate possible outcomes under different scenarios that the user chose