

Grace Blackburn

software developer | UX advocate

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SUMMARY

Hello! My name is Grace, and I am a lead software engineer who advocates for developers and end users. My goal is to help produce software with the user's best interest in mind, while helping developers to feel confident about the work they produce. I'm seeking to utilize my experience as a software developer to grow my career in Product Management.

SKILLS

Front-end

HTML CSS JavaScript
Angular React
Backbone MarionetteJS
Node.js SASS LESS

Back-end

PHP MySQL Ruby on Rails

Content Management Systems

WordPress Drupal Ektron
SharePoint Magento

Design Software

PhotoShop Illustrator
Fireworks InDesign

Beyond

Project Management
Client Interaction
Scrum Leadership

EDUCATION

Art Institute of California -
San Diego | San Diego, CA

2006

Bachelor Degree of Science in
Interactive Media Design

WORK EXPERIENCE

Senior Engineer, Integration Lead, ICU Medical | San Diego, CA

Nov 2016 - Present

ICU Medical provides IV therapy solutions to healthcare organizations worldwide. As a Senior Software Engineer on their R&D team, I helped build out the UI for their cloud-based IV medication safety software system. As an Integration Lead, I now coordinate development efforts across 4 development teams (totaling 6 projects) to produce release candidates on a 4-week cadence.

Responsibilities: determine development priority based on business needs from stakeholders, prioritize tasks based on requirements available and team dependencies, advocate for the end user and development teams, coordinate with Systems Engineering and Verification teams, coordinate with offshore teams for deliverables, triage defects and expedite for solution approvals, communicate pain points to leadership, Scrum Master duties for development teams.

Software Engineer, Verve Mobile | Carlsbad, CA

Jun 2013 - Oct 2016

Verve Mobile is a location-based mobile advertising technology company. As a Software Engineer, I refined and enhanced their proprietary ad software UIs built with Ruby on Rails.

Responsibilities: investigated production issues, fixed software defects, advocated for UI/UX solutions of new features, HTML/CSS programming within Ruby on Rails projects, developed dynamic ad templates within a Backbone.js/Marionette.js framework, updated Javascript UIs built in ReactJS and AngularJS, pair programming, TDD. I also worked with Product Managers to ensure all features had full requirements, UI/UX impact considerations, appropriate prioritization, proper QA testing, and final review/approval before deploying new features to production.

Web Designer, Taylor Guitars | El Cajon, CA

Mar 2010 - May 2013

Taylor Guitars is a well-known high-end acoustic and electric guitar manufacturer, where I was a Web Designer within a small in-house marketing team. My last 18 months were focused on coordinating and launching their new enterprise-level website, which integrated with their Syspro ERP system.

Responsibilities: designed/developed online promotions (including landing pages and collateral such as: banner ads, social media graphics, and emails), coordinated/designed email newsletters and campaigns, collaborated with the Online team to concept new content and projects for the website and other online outlets, and continued development/maintenance of the new website.

Senior Interactive Media Developer, Aviatech LLC, | San Diego, CA

Nov 2006 - Mar 2010

Aviatech, now part of Mindstream Interactive, is a full service advertising agency specializing in digital and integrated marketing communications. As their Senior Interactive Media Developer, I planned, designed and executed front-end development of large-scale websites built on an Ektron CMS platform.

Responsibilities: built XHTML/CSS templates, PHP/ MySQL programming, maintained and built UIs for ASP .NET 1.0-3.5 projects, programmed front-end for Sharepoint 2007 websites, worked with the IT team to integrate back-end to front-end, developed interactive Flash applications, video compression/animation, Flash animation/programming, banner ad design/development, print production.

Senior responsibilities: communicated to the client design and interactive media objectives, translated project objectives to the Creative team and how to meet client demands, assisted other Creative team members with understanding projects, guided team members to meet project deadlines and execute to the best of their ability, worked with the Project and IT Managers to schedule and task assignments.