Marisa Gianfortune

Frontend Engineer & Designer

gianfortune.com | (516) 404-0850 | mng352@gmail.com

I am a developer, designer, and artist. I create engaging and intuitive user experience.

EDUCATION

Cornell University - Bachelor's of Science, Information Science, Cum Laude Ithaca, NY, August 2012 - May 2016

EXPERIENCE

Frontend Developer

ClimaCell, Inc. - Boston, MA, November 2017 - April 2018

- Built reactive architecture using Angular 2 and RxJS to create a stable data flow from multiple weather sources after identifying performance / scalability issues.
- Engineered real-time lightning layer for minute-to-minute weather map visual using OpenLayers and Google Maps API by implementing full-stack **Node.js** solutions to connect to databases.
- Developed impactful weather alerts by collaborating with designers and project managers to result in increased client ability to track diverse weather events in over ten airports around the US.

Frontend Web & JavaScript Engineer

Fractal Industries - Reston, VA, October 2016 - November 2017

- Lead development on large-scale web application platform, create modular and reliable components and architecture using **AngularJS**, **Bootstrap**, **SASS** and **Scala**Design user interfaces for Cybersecurity platform and develop **usability experience** standards.
- Engineered scalable components for handling events and interacting with **enterprise network graphs**; hook-up backend data pipelines using **Lift-ng service API's and async functions.**

Summer Immersion Teacher

Girls Who Code - New York, NY, June 2016 - August 2016

- Taught 20 students a core curriculum of languages including **Javascript**, **Python**, **HTML/CSS** and **C++**, and ran hands on activities and lectures.
- Promoted learning through research, exploration, and testing of ideas to find creative solutions.
- Collaborated with Accenture to plan guest speaker visits and prep students for media interviews.

Usability Engineering Intern

Lexmark International - Lexington, KY, September 2015 - December 2015

- Programmed interactive **Javascript** prototypes to generate dynamic web-pages for usability researchers conducting testing and presentation.
- Researched accessibility design for the visually impaired, moderated sessions with users and
 documented multiple tests via note-taking and camera. Assessed results that affected four
 enterprise model printers. Findings were presented at the International Conference on Human
 Computer Interaction 2016.

SKILLS

Programming: JavaScript, HTML5, CSS3, AngularJS, RxJS, SASS, Webpack, Python, node.js, Lift-ng, Git **Design**: Adobe Photoshop, Sketch, Balsamiq, InDesign, Atlassian JIRA, Gliffy Diagrams **Coursework**: Human Computer Interaction, Ubiquitous Computing, Designing Technology for Social Impact, Object Oriented Programming with Java, Game Design for Mobile Devices, Speech Writing