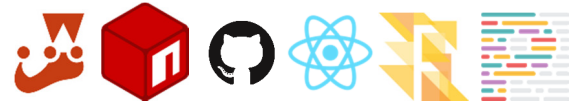


Lily Scott (@suchipi)



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- **JavaScript guru** with expertise in (but not limited to) **runtime semantics, syntax, and language specification**.
- Enthusiastic about **JavaScript, TypeScript, Rust, Jest, ASTs**, developer tooling, and developer experience.

Skills

- 7 years of experience using **React, TypeScript, Babel, Webpack, Flow, Node.js, Jest/Mocha, NPM**, and **GitHub** to meet the needs of rapidly evolving codebases.
- Former **collaborator/co-maintainer of Babel**.
- Former **core maintainer of the Prettier code formatter**.
- Contributor to **Jest, React DevTools**, and **core-js**.
- Creator and maintainer of **Hex Engine**, a **zeroconf TypeScript** game Engine with a **React-like** design and custom **Webpack Loaders**.
- **163 repositories on GitHub** (including 32 private repositories).
- **78 packages on NPM**. Has been publishing NPM packages for 5 years.

Expert at: JavaScript, TypeScript, Flow, Babel, Prettier, Webpack, Node.js, Jest, Mocha, Jasmine, NPM, GitHub

Comfortable with: Cypress, Selenium, Java, Objective-C, Ruby, Swift, Lua, C#.

Exposure to: Rust, OCaml, Reason, C++, ANSI C, Python, Go

Interest in Learning: Rust

Work History

- **Senior Software Engineer at Webflow** - 10/2018 – Present

Created and maintained internal developer tools used company-wide by engineers, QA, product designers, data analysts, and management to test, deploy, analyze, compile, and iterate on code for the Webflow platform. Additionally, **maintained and improved configs and config management for Babel, ESLint, Webpack, Prettier, etc** to fit the needs of the entire engineering organization. Some highlights:

- **Created a process management app with a visual dashboard** (written in TypeScript and rendered in the browser) which replaced a large, complex shell script responsible for launching all local development processes. Innovations and architectural improvements in **the new app allowed us to reduce CPU/RAM usage** on engineer machines significantly, **centralize config management** across processes in one unified interface, and **improve the user experience of understanding**, learning about, and debugging processes on your local machine.
- Created and maintained an AST-based **module graph visualizer and browser** application that identified and explained hundreds of dependency cycles in the codebase. The engineering team used this tool to remove these dependency cycles and therefore fix and avoid bugs and race conditions.
- Worked to iteratively convert a large monolithic Node.js app into a group of modularized pieces, by creating a **custom, opinionated monorepo workspace management system** built on top of open-source technologies. This effort contributed to better engineer onboarding, the ability to deploy pieces of Webflow more modularly, the ability to develop individual packages in different programming languages, and more.
- Created tools that allowed us to write automated tests for CI scripts and local tooling code, including a **seedable virtual filesystem and virtual git repo system, which are both transparent to the code under test**. With these tools, I wrote automated tests for many CI scripts and local tooling code, identifying bugs and fixing them along the way.
- Drastically improved and modularized the CI pipeline, decreasing runtime and improving the experience of debugging CI. Created a **clear pattern and system for performing arbitrary checks across modified files** in the codebase in both CI and locally, which allowed teams to codify their own specific high-level concerns in order to **maintain the health of the codebase and warn others about potential concerns**, automatically.

- **Nexia Home Intelligence - 5/2015 – 10/2018 (3 Titles)**
 - **Software Engineer at Nexia Home Intelligence – 11/2016 – Present**
Continued at Nexia as the lead engineer for their hybrid mobile web app and its associated backend/API. Co-designed and implemented a device enrollment procedure for devices with limited or no displays. Lead the mobile engineering team in decisions regarding the future growth of the codebase in order to speed up turnaround time for mobile work by 2-3x. Traveled to interface with engineers at partner companies to standardize API decisions and lead solutions. Gave several lunch-n-learn presentations to internal teams teaching how to use React, how to use and debug Flow, and strategies for solving problems in the IoT domain with React. Implemented novel workarounds and polyfills for layout, rendering, or behavioral bugs in mobile browsers using CSS, JavaScript, Java, Objective-C, and C#. Applied performance enhancements and code-splitting to reduce startup time of the mobile app from 8 seconds to 1.5 seconds. Implemented native-feeling animations, gestures, and user interactions within the limitations of a mobile web browser. Wrote a custom CI server to replace Jenkins to reduce time lost to debugging the CI pipeline.
 - **Developer/Analyst at Nexia Home Intelligence – 10/2015 – 11/2016**
Continued work on a managed, IoT smart home system with a focus on its mobile hybrid web app frontend, targeting Android, iOS, Windows 10 Mobile, and desktop web browsers. Learned Java, Objective-C, and C#, and became intimately familiar with JavaScript. Led and completed an effort to convert the frontend of the mobile app from Backbone.js and Polymer to React. Became a core engineering team member for the mobile app and conducted phone screening, interviews, and paired programming exercises to find and fill positions in the mobile engineering team. Mentored new employees working across the stack and taught a contractor with no prior coding experience how to develop full-stack for the mobile application. Set up and managed a CI server (Jenkins) and automated mobile app builds and deployment, and streamlined app delivery for testing. Used Docker to run backend services locally and debug platform-specific issues.
 - **Contractor at Nexia Home Intelligence – 5/2015 – 10/2015**
Developed full-stack cloud-to-cloud API solutions for a managed, IoT smart home backend and its hybrid mobile web app and web frontend. Used Ruby on Rails, Backbone.js, jQuery, and CSS. Worked with a System Test team and stakeholders to verify implemented work. Participated in team architectural discussions to solve infrastructure problems.
- **Self-Taught CS Student - 2/2015 – 5/2015**
Took time off from working and spent 3 months teaching myself how to code full-time, 7 days a week. Learned Ruby on Rails, Git, JavaScript, HTML, and CSS. Learned via courses on Codeschool.com and reading the docs of the technologies I was learning. Built a multi-user image browsing, querying, and indexing application as I learned.
- **Logistics Team Member at Target - 9/2014 – 2/2015**
- **Founder of The Nerd Herd (Computer Repair Company) - 6/2013 – 9/2014**
- **IT Intern at Adams 12 Five Star Schools - 4/2011 – 6/2013.** Age 15 at start of internship.

Education

Self-taught software engineer with ~7 years of experience, including years of open source software collaboration.

Graduated from Legacy High School in 2012, including Computing, Networking, and AutoCAD courses at Bollman Technical Education Center.

Received first-place at the 2011 SkillsUSA competition in Computer Repair at the District and State levels.

Hobbies

Game modding, 3D printing and industrial design, open source software, tinkering with laptops and mobile devices, PC building, community fostering, learning new things, trying new foods, and more.