

# Hannah White

www.hannahwhite.me

## WORK EXPERIENCE

<b>The Pokémon Company Int'l   Software Development Engineer</b> (2 years, 7 months)	<b>Bellevue, WA, USA</b>
Engineer on a high-availability web application (Remix/TypeScript) serving as an administrative tool for <a href="#">Pokémon Trading Card Game Live</a> . Building and maintaining features leveraging AWS infrastructure, Prisma ORM with PostgreSQL, and Datadog for robust logging and observability. Delivering scalable solutions enabling engineering and customer-service teams to manage critical workflows in support of the live-service game.	May 2023 – Present
<b>Socratic Works   Senior Software Engineer</b> (1 year, 4 months)	<b>Remote</b>
1 of 3 engineers responsible for building and supporting <a href="#">Socratic</a> , a new task management system built with React.js, TypeScript, and Node.js on an AWS infrastructure. Built, maintained, and documented first-party integrations with popular Git services (GitHub, GitLab, Bitbucket). Established testing, database best-practices, high-quality logging + alerting, and a thoughtful, unified developer experience. Investigated, refactored, and improved critical backend and frontend experiences that resulted from growth and scalability bottlenecks.	May 2021 – Sept 2022
<b>Microsoft   Software Engineer I &amp; II</b> (4 years, 3 months)	<b>Redmond, WA, USA</b>
<b>Azure Purview Engineering Team</b>	Sept 2020 – May 2021
Developed the <a href="#">bring-your-own-credentials</a> feature within <a href="#">Azure Purview</a> , a data governance service. Led the integration of an existing service, <a href="#">Azure Data Share</a> , into the Purview SPA – built with React.js, Redux, and TypeScript. Established build and deployment pipelines, testing, and documentation for the Data Share integration. Supported the migration from tented project to public-preview for the service all-up.	
<b>Outlook Web Engineering Team</b>	Jan 2020 – Sept 2020
Development and delivery of features primarily for the Search area of <a href="#">Outlook Web</a> , built with React.js and TypeScript. Notably developed the first-of-its-kind <i>Search Answers</i> feature – an experience delivered in both Outlook Web and Windows desktop using only React/TypeScript.	
<b>Azure.com Engineering Team</b>	Mar 2017 – Jan 2020
Owned the <a href="#">Azure.com</a> site health, security, and BCDR (business continuity/disaster recovery) posture. Primary dev owner of and contributor to <a href="#">the Azure pricing calculator</a> SPA – built with React.js/Redux. Developed and released <i>multiple estimates</i> and <i>load-from-example-scenario</i> features to the calculator among supporting routine updates to the calculator's product selection. Built new service pages for Azure product launches, demos, and promotions using HTML, CSS, JavaScript, and C#/ASP.NET with a11y and l10n considerations. Livesite/DRI duties included supporting daily deployments to 16 globally-distributed regions.	
<b>GE   Software Engineer</b> (9 months)	<b>Redmond, WA, USA</b>
Rotational software development leadership position within the Energy Connections business of GE. Rapid prototyping of visual compositions built with React.js, jQuery, and GE's homegrown framework, Predix; prototypes meant for use by 100+ internal developers in addition to several client companies. Helped establish "best practice" reuse and scalability procedures for the new framework.	Jul 2016 – Mar 2017
<b>Matrix: Center for Digital Humanities   Front-End Web Developer</b> (9 months)	<b>East Lansing, MI, USA</b>
Translated visual compositions into interactive and responsive implementations. Worked with UI/UX designers and back-end developers to bridge the gap between graphical design and technical implementation while taking an active role on both sides.	Aug 2015 – May 2016
<b>BNSF Railway   Software Developer Intern</b> (5 months)	<b>Fort Worth, TX, USA</b>
Designed, developed, and tested iOS, Apple Watch, and Pebble Smartwatch apps in obj-C, C, and JavaScript (respectively) for use by 12,000 railroad operations workers.	May 2015 – Nov 2015

## EDUCATION

<b>Michigan State University</b>	<b>East Lansing, MI, USA</b>
<b>B.S. Computer Science and Engineering</b>	May 2016

## PRIMARY LANGUAGES & SKILLS

<b>HTML5/CSS3</b>	<b>SASS/LESS</b>	<b>C#/ASP.NET</b>	<b>MySQL/PostgreSQL</b>	<b>On-call/DRI duties</b>
<b>JavaScript, TypeScript</b>	<b>React.js</b>	<b>Node.js</b>	<b>Redis</b>	<b>Distributed services</b>
<b>Accessibility (a11y)</b>	<b>Localization (l10n)</b>	<b>CI/CD</b>	<b>DevOps</b>	<b>Site reliability</b>

## SELF-STUDY

<b>Smashing Conf</b> (2024)	<b>New York, NY, USA</b>
<b>Reactathon</b> (2022)	<b>Berkeley, CA, USA</b>
<b>Smashing Conf</b> (2022)	<b>San Francisco, CA, USA</b>