

Technical Skills

JavaScript, Node.js, React, React Native, HTML, CSS, SASS, Various Hardware & Microcontrollers (C, C++, Node.js), Game Design, VR & MR, Adobe Creative Suite, SFX Makeup (just in case).

Speaking / Projects

Rachel currently holds the position of co-chair of the Community Committee for the Node Foundation. CommComm oversees the efforts that support Education, Internationalization, Evangelism, and Mentorship for the Node.js project.

Rachel has also spoken internationally and domestically on a variety of topics related to Full Stack Engineering, IoT, Creative Coding, Collaboration, and Art with Code. Some of the conferences are: JSConf US, JSConf EU, NodeConf EU, JSConf Budapest, Dinosaur JS, Nordic JS, Node Interactive EU, and Node Interactive North America where she gave the closing keynote.

For a more comprehensive list with links to videos of speaking engagements please inquire.

Professional Experience

Microsoft
Technical Evangelist

New York, NY.
August 2016 - Present

Technical Evangelist for the DX (Developer Experience) team. I work on proof of concept open source projects highlighting various Azure offerings such as: Cognitive Services, IoT Hub, Bot Framework, and File Storage. From these projects, I wrote technical talks and workshops and delivered over 30 talks in 2017 domestically and internationally.

IBM Watson
Front End Engineer

New York, NY.
July 2015 - July 2016

Front End Engineer for the Watson Developer Cloud. I worked on the client facing site that showcases the Cognitive Learning capabilities of Watson. I also assist on building interactive demos for our marketing and sales team.

10up
Front End Engineer

Remote
February 2015 - July 2015

Working with the CEO of 10up on a high-profile client site redesign, I have been the sole Front End Engineer on my first project, handling all of the markup and front end JS.

Behance / Adobe
Software Engineer

New York, NY.
January 2014 - January 2015

Worked on the client facing side of the network with the JavaScript team on building out new features, writing Jasmine tests, as well as working on existing bugs, and prototyping out new features for the design team.

Education

Art Institute of Philadelphia
Bachelor of Science in Graphic Design, Sept 2010