

# Gillian Pierce

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## Summary

Software engineer with 3+ years of experience building scalable, data-driven UIs using React and TypeScript. Passionate about developer experience, component reuse, and intuitive design. Experienced working in fast-paced, cross-functional teams at companies like Splunk and Microsoft.

## Education

### University of Southern California

M.S.C. IN COMPUTER SCIENCE

Los Angeles, CA

Aug. 2020 - May. 2022

### University of Alberta

B.S.C. IN COMPUTER ENGINEERING CO-OP

- Graduated with Distinction

Edmonton, AB

Sep. 2015 - Jun. 2020

## Skills

### Web Development

JavaScript/TypeScript, React, Redux, Recoil, HTML5, CSS3, Node.js

### Programming

Python, Java, C#, C/C++, Perl, Bash, Lisp, Prolog, SQL/SQLite, PyTorch

### Software/Others

Android Studio, Unity, Git, Arduino, Adobe Illustrator, NLP, Kubernetes

## Relative Experience

### TypeScript



### Java



### C#



### Python



### SQL



### C/C++



## Work Experience

### Splunk

Seattle, WA

SOFTWARE ENGINEER

Sept. 2022 - Present

- Built and maintained data ingestion UI for Edge and Ingest Processors, supporting over 1000 TB of weekly data processing for hundreds of enterprise customers
- Developed performant and accessible interfaces using React and TypeScript, adhering to design and accessibility standards to support enterprise-scale data ingestion and transformation
- Wrote robust unit and integration tests using Jest and React Testing Library, ensuring high test coverage and regression protection across critical workflows
- Contributed to a shared component library in Storybook, improving design consistency and reducing development time across cross-functional teams
- Collaborated closely with backend and product teams to translate complex data processing concepts into intuitive UI/UX flows, enhancing user understanding and reducing configuration errors
- Participated in sprint planning, code reviews, and architecture discussions, proactively identifying improvements to performance, resiliency, and developer experience

### Microsoft

Remote

SOFTWARE ENGINEER INTERN

May. - Aug. 2021

- Designed and built a scalable data transfer connector from the CosmosDB Gremlin API to Azure Blob Storage using C#
- Built modular, scalable components to support future expansion across other Cosmos DB APIs
- Wrote comprehensive unit and integration tests to ensure reliability and performance
- Collaborated with cross-functional teams to deliver a complete, production-ready solution using Azure DevOps

## University of Alberta

RESEARCH ASSISTANT, SERVICE SYSTEMS RESEARCH GROUP

Edmonton, AB

Jun. - Dec. 2020, May. - Aug. 2017

- Acted as the principal developer for a 3D human anatomy learning game using Unity and C#
- Used Django framework to implement a variety of healthcare related applications
- Designed and implemented a JavaScript, jQuery and D3.js based visual SPARQL query editor
- Wrote Python scripts to automate parsing and formatting of RDF data
- Co-authored a paper presented at EdMedia + Innovate Learning Conference 2021

## Hubspot

SOFTWARE ENGINEER CO-OP

Boston, MA

Jun. - Dec. 2019

- Leveraged React to create responsive, intuitive, and visually appealing user interfaces
- Wrote comprehensive unit and acceptance tests using Jasmine and Selenium respectively
- Used GitHub Enterprise version control system and code review tools to ensure high quality code was shipped to customers
- Autonomously integrated and deployed code to production using sophisticated in-house web tools
- Participated in bi-weekly meetings regarding reliability, alerting and technical debt

## Shaw Communications

SOFTWARE DEVELOPER CO-OP

Calgary, AB

May. - Sep. 2018

- Developed Java code to expand the functionality of a network device configuration management tool
- Refactored an existing web application written in Java, JavaScript to use the MVC architectural pattern

## Nokia

TECHNICAL SUPPORT ENGINEER TIER 4 CO-OP

Kanata, ON

Jan. - May. 2018

- Configured virtual network topologies to aid in the construction of a simulated customer network
- Created a Bash script to make scheduled backups of virtual machines and prune outdated backup files
- Designed a system to automate the creation of draft release notes documentation

## Personal Projects

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### UFest Volunteer Website | [www.volunteer.ufest.ca](http://www.volunteer.ufest.ca)

- Website created to coordinate volunteering at Edmonton's premier Ukrainian Festival
- Tech Stack:** Typescript, React, Django, Pythonanywhere

### Cloudgarden | <https://github.com/Green-Party/CloudGarden>

- A self-contained smart gardening system that is controlled by and provides real-time sensor data to a progressive web application
- Tech Stack:** Typescript, React, Material UI, Node and Express, Raspberry Pi and Arduino, Azure and Auth0

### Botspotr | <https://github.com/LukeSlev/BotSpotr>

- A viral tweet analyzing web application that consumes Twitter urls and returns the likelihood that the tweet was retweeted by bots or humans
- Tech Stack:** React, Node and Express, Twitter API, Botometer API

### Collabify | <https://github.com/tymoorej/Collabify>

- An Android application for creating collaborative playlists on Spotify
- Tech Stack:** Android (Java), Firebase, Spotify API

## Educational Achievements

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2015 **Chancellor's Excellence Citation**, University of Alberta

2015 **Dean's Entrance Citation in Engineering**, University of Alberta

2015 **University of Alberta Academic Excellence Award**, University of Alberta

2015 **Faculty of Engineering Academic Excellence Award**, University of Alberta

2015 **APEGA Education Foundation Academic Excellence Award in Engineering**, APEGA

## References

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- Available upon request