

Natasha Osborne

Experienced software engineer focused on building engaging and delightful software experiences

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<https://github.com/Natasha08>

<https://natasha-osborne.dev>

Experience

Software Engineer • **Unabridged Software** | October 2024 - Present

- Ruby on Rails Developer focused on building and optimizing internal tools to support key business functions

Software Engineer • **Freelance** | July 2024 - Oct 2024

- Developing a budgeting app using React Native with a Ruby on Rails backend
- Responsible for end-to-end architecture, development, and deployment
- Creating a Next.js portfolio website with blogs focused on modern web development techniques

Software Engineer • **ParentSquare** | May 2022 - Jan 2024

Mobile Team Engineer | July 2023 - Jan 2024

Data Team Engineer | May 2022 - July 2023

- Built, styled, and shipped high-quality frontend and API features to address user pain points and frequent requests
- Implemented Student Information Systems (SIS) API integrations
- Collaborated with product managers, designers, and engineers to create polished digital experiences on a two-week agile cadence
- Created architectural flow charts for complex post visibility for multiple user types with intricate branching

Developer Lead • **Radial Development Group** | 2019 - 2022

- Built features in React, Rails, Django, and iOS, enhancing UX
- Spearheaded technical mentorship and coaching initiatives and supported associate developers to navigate technical blockers
- Led a firmware project, managing iOS and Android app releases, ensuring timely delivery and smooth integration with hardware

Software Engineer • **Origin** | 2018-2019

- Built in-app messaging, boosting real-time communication and user engagement via seamless design integration
- Part of a small team that rewrote the frontend (removing Redux) and backend to implement GraphQL
- Extracted subscriber counts from multiple platforms using web scraping techniques in Python

Developer Lead • **Radial Development Group** | 2017 - 2018

- Technical lead and developer for greenfielding a non-profit public-facing geolocation mobile app, driving significant user engagement and contributing to over \$50,000 in revenue
- Led and developed code for a civil engineering project focused on pile calculations for an e-commerce website
- Developed internal tools, technical blogs, and educational presentations

Skills

Programming Languages

JavaScript (ES2015+), TypeScript, Ruby, Python, C#, Swift, Java, HTML, CSS, Sass, Lua

Libraries & Frameworks

React & Redux, Next.js, Node.js, React Native, Django, Rails, Angular, PostgreSQL, MySQL, MongoDB, Tailwind CSS, Bootstrap, Xamarin, Jekyll

Tools & Platforms

Git, GitHub, Netlify, Vercel, Heroku, AWS, Webpack, XCode, Android Studio, Cordova

Personal Projects

Workout & Nutrition App

Rewrote the app I originally built to learn coding; it calculates weight amounts for pyramid strength training and tracks macros and calories using the Nutritionix API

World of Warcraft Addon

Game addon that allows users to modify multiple macros simultaneously to change the target of the macro

Education

University of York • In Progress

Master of Computer Science

University of North Florida

Bachelor of Science in Experimental Psychology, with a focus on learning

Interests

Animation, scuba diving, physics, Zelda & Mario games, Brazilian jiu-jitsu, hiking, and photography