

catherine hart

katie@codehearts.com © codehearts.com ☆ github.com/codehearts

employment & voluntary experience

Design Engineer II, Genie Industries (2016–2019)

- ♡ C/C++ development for the ALC600 control system and Genie Tech Pro Link handheld service tool
- ♡ Agile development process, unit testing, integration testing, and peer reviews

Linux Cluster Admin, University of Rochester PolySci Dept. (2014–2016)

- ♡ Migration from Fedora to Xubuntu with documentation for future admins
- ♡ Authored shell scripts for backups and usage monitoring

Tech Director, University of Rochester Computer Interest Floor (2014–2016)

- ♡ Hardware/software maintenance of Linux and macOS servers, including VM-hosted services
- ♡ Refactor and documentation of legacy C firmware code, introducing AVR simulation tests
- ♡ Design and development of a custom-built user control panel in PHP, with unit tests
- ♡ Held Linux workshops for the university community

personal work see more at codehearts.com and github.com/codehearts

Pickle's Fetch Quest

github.com/codehearts/pickles-fetch-quest

Platformer built from scratch in Python, inspired by Kirby's *Great Cave Offensive* and the Game Boy

Light Bubble

github.com/codehearts/light-bubble

An afternoon's hack in Node.js to control my bedroom lighting without invasive apps

shpy

github.com/codehearts/shpy

Spies and stubs for unit testing shell scripts with sh, dash, bash, and zsh

education and technology experience

- ♡ University of Rochester, BS in Computer Science with a focus on systems (2016)
- ♡ Experienced in Rust, Python, C, POSIX shells, Linux; less so in JavaScript, CSS (SASS), PHP, Java
- ♡ Interested in Swift

references

- ♡ Jeff Lamb, Genie Industries Design Engineering Manager (jeffrey.lamb@terex.com)
- ♡ Antonino Lenzo, University of Rochester PolySci IT Systems Manager (antonino.lenzo@rochester.edu)