Danielle Lindblom - Software Engineer

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Driven **Frontend Developer** specializing in **React.js**, **TypeScript**, and **Web Accessibility**, with a diverse background in Continuous Improvement, Behavior Science, and Technical Training, currently seeking an entry-level role building accessible, high value frontend solutions.

Web Accessibility

Unit Testing: Jest/RTL

Agile & Scrum

Skills

React.jsHTML & CSS

TypeScript Sass/SCSS

Next.js Tailwind CSS

JavaScriptGit & GitHubCode Reviews

Education

Bachelor of Science Mechanical Engineering

UNIVERSITY OF MINNESOTA | 2011

Frontend Web Development

CODECADEMY, SCRIMBA, FRONTEND MASTERS | 2021 - Present

Professional Experience

Frontend Engineer (remote)

GRIDIRON SURVIVOR - Software Engineering Apprenticeship

Oct 2024 - Present (Website | Pull Requests)

- Built and maintained a fantasy football SaaS product using Next.js, TypeScript, React.js, and Tailwind CSS, including unit testing with Jest/React Testing Library and debugging.
- Removed distracting, obsolete information from the site, gave users the ability to clear popup notifications, and resolved a screen flickering issue by creating a new login authentication workflow in **React** and utilizing a loading spinner.
- Discovered and reported a key accessibility issue website menu controls had no text description or aria label meaning screen reader users would be unable to navigate the site.
- Conducted peer code reviews, actively participated in sprint planning, assigned sprint points to tickets to accurately estimate work, and communicated progress through daily scrum.

Implementation Specialist (remote)

SUBMITTABLE - Startup SaaS Company

Feb 2022 – June 2024

- Built and deployed the complex, multi-lingual intake form for the State of Minnesota's Tax Rebate Program using Submittable software in under 2 weeks, emphasizing **accessibility** and resulting in the successful distribution of \$1B to Minnesota citizens.
- Successfully onboarded 100+ new Submittable customers utilizing a robust customer intake process, empathetic listening, **project management**, and detailed **technical training**.
- Designed a multi-stage custom software automation workflow for customer IFF that reduced their staff's manual work hours by 50%.
- Actively contributed to the company's Accessibility Team by bringing forward customer concerns, troubleshooting, and creating best practices around accessibility.

Small Business Owner

HIGH SPIRITS DOG TRAINING (July 2014 – Aug 2019) | LIFE COACHING (Oct 2018 – Feb 2022)

- Provided private canine **behavior consulting** services, public group classes, and in-person workshops, serving 100+ clients per year.
- Delivered transformative experiences in personal growth for life coaching customers via 1 on 1 virtual sessions and workshops.
- Built and maintained professional business websites over 8 years using Wix.com including SEO, copywriting, and responsive design – resulting in dozens of qualified leads per month.

Lean Manufacturing Leader

PENTAIR – Global Manufacturing Company

April 2015 – March 2017

- Executed a 12-month Lean Transformation project for a 2-shift, 100 employee assembly area by leading cross-functional teams through several week-long kaizen **process improvement** events resulting in \$650k annual cost savings and 25% faster time to manufacture.
- Manager for a team of Lean Manufacturing Technicians, including interviewing and hiring. Provided work assignments, coaching and development, and career opportunities.

Projects

SERVICE DOGS AROUND TOWN - Solo Project

Aug 2024 - Dec 2024 (Website | Code | Project Plan | Task Board)

- Web application built with React.js, JavaScript, and Tailwind CSS that allows service dog handlers (persons with disabilities) to rate and review local businesses based on the comfort and safety of their service animals, including "red flags" for access issues.
- Created the ability to look up businesses and see existing entries on a map UI using the
 Google Maps API. Utilized Firebase integration for user authentication and data storage.
- Version 3 of this site is currently in development with a new tech stack (Next.js, TypeScript,
 Material UI) and incorporating suggested changes from user testing feedback.