

SORAYA BENSON

Front End Software Engineer

Front end software engineer
with a background as a visual artist
who adores well tested, accessible design

contact

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🔗 [/sorayabenson](https://github.com/sorayabenson)

tech skills

Languages

JavaScript

HTML

CSS

Typescript

Ruby on Rails

Go

Testing Suites

React Testing Library

Jest

JUnit

Enzyme

Supertest

Playwright

Saucelabs

Libraries +

Frameworks

React

Next.js

Redux

Webpack

Material-UI

Node

Express

Superagent

Socket.IO

Hugo

Databases

PostgreSQL/SQL

GraphQL

Skills

TDD

Pair Programming

Remote Collaboration

Dev Tools

VScode

Github

Postman

PGadmin

education

Alchemy Code Lab | 2021

Full-stack Software Engineer

Portland, OR

La Universidad Veritas | 2008-2014

Licentiate Degree in Photography

San José, Costa Rica

experience

Software Engineer I | New Relic | July 2022 - present

- Collaborated with pipeline and platform teams to develop Logging features required to sign on multi-million dollar clients.
- Lead the discovery and documentation for integrating Playwright into our e2e testing flow.
- Improved our workflow process by updating our runbooks layout to be more user friendly, visually accessible, and searchable.

Associate Software Engineer | New Relic | April - July 2022

- Rotated on 4 different teams as part of the Ignite program for early career engineers, gaining exposure to the vast code base.
- Contributed to internal deployment tools, authentication user experience, mobile agent instrumentation, and Logging UI.

Software Engineer T.A. | Alchemy Code Lab | 2021- 2022

- Supported full-stack software development students by assisting in debugging code, reviewing pull requests, and helping them create good programming habits.

Videographer | Portland Community College | 2015-2021

- Set up shoots for the effective storytelling and documentation of live events to bringing the director's vision to life.

Freelance Visual Artist | 2015-2018

- Strategically navigated small and large scale projects.
- Collaborated with other creatives.
- Tailored my services to the needs of the client.
- Showcased my work across the U.S, Costa Rica, and Mexico.

projects

beatWavez | [github](#) + [site](#) | React, Material UI, Socket.IO, Express
A karaoke party app, sing your hearts out a thousand miles apart

- Remotely mob and pair programmed with a team of five in a two week sprint. Wielded the power of the Material UI library to implement the mobile first design.

Pixel Pusher | [github](#) + [npx](#) | Express, Blessed, Node.js
Bringing 90s computer art to the command line

- Strategically organized the file structure to maintain navigable code. Designed the base brush shape whose style and size is modified through multiple parameters to create other brushes.