LAURA SPRAUER

Front End Engineer

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laurasprauer.com

Experience

Senior Software Engineer @ Realworld

2022 - 2023

Senior Software Engineer on a personalized platform that simplifies adulthood. Responsible for building and managing the Realworld web platform. Built with React and Next.js.

Lead Front End Engineer @ Joot

2021 - 2022

As Lead frontend Engineer at Joot, I was in charge of managing the front end codebase of a brand-new SEC compliance product. I revamped the clunky frontend codebase to utilize modern code practices, reskinned the web application with cohesive branding and an easy-to-use user interface, and redesigned and rebuilt the marketing website using the Jamstack methodology.

Senior Developer @ Ample

2021 - 2022

As a Senior Developer at Ample, I converted designs to complex websites for brands utilizing the Jamstack methodology. Technologies used include: Gatsby, GraphQL, React, Next.js, Stencil, Netlify, Contentful, and more.

Lead Front End Engineer @ Quotient

2020 - 2021

I was promoted to Lead Front End Engineer in the spring of 2020, about 2 years after the Quotient Technology acquisition of Ahalogy. In addition to my previous responsibilities as a JavaScript Developer on the Ahalogy Muse Product team, I also managed the Cincinnati Product Media front end codebases, was a mentor for new employees, and contributed to many other Quotient products.

JavaScript Developer @ Ahalogy

2018 - 2020

As a Front End Engineer on the Ahalogy Muse Product team my responsibilities included building new features for both internal and external users based on provided UI designs, and implementing bug fixes and hotfixes as needed. Mainly using the Ember Javascript Framework, the Muse web application helps facilitate influencer relationships with brands. In the summer of 2018, Ahalogy was acquired by Quotient Technology.

Web Application Developer @ Thriveplan

2017 - 2018

Interactive Designer @ DonorDrive

2016 - 2017

Interactive Designer @ Hyperdrive Interactive

2014 - 2016

Education

Bachelor of Fine Arts (BFA), Digital Art
Minor in Computer Science

2010 - 2013
Bowling Green State University

Known Technologies

React, GraphQL, Jamstack, Next.js, Stencil, Gatsby, Redux, Angular, Ember, Javascript, CSS/SCSS, HTML, SVG, Web Animation, Webpack, JSON, Node.js, GIT, Github, Linters, JQuery, Wordpress, Contentful, Firebase, AWS, Heroku, Serverless, JIRA, Kanban, Agile Methodology, PHP, ColdFusion, Mura CMS, Email Development, Sketch, Adobe Illustrator, Adobe Photoshop, Invision