

# JENNIFER LYN PARSONS

SENIOR WEB DEVELOPER



---

## CONNECTIONS

 [linkedin.com/in/jenniferlynparsons](https://www.linkedin.com/in/jenniferlynparsons)  
 [github.com/jenniferlynparsons](https://github.com/jenniferlynparsons)

## CONTACT

**t:** 201-365-4909 | **e:** [jenniferlynparsons@gmail.com](mailto:jenniferlynparsons@gmail.com) | **w:** [www.jenniferlynparsons.net](http://www.jenniferlynparsons.net)

---

## TECHNICAL EXPERTISE

In my 7+ years as a front end developer I've worked with a wide range of technologies, including various CMSs and custom code bases written in standard front end languages utilizing current best practices. I also make a regular habit of keeping up with industry developments.

For a more thorough view of my toolbox, see the laundry list at the bottom of the next page.

### CORE METHODOLOGIES

- Front-End Development
- Cross-Browser Compatibility
- Semantic, Standards-Based Coding

### OTHER GENERAL SKILLS

- Self Starter
- Passionate Learner
- Good Design Eye
- Experience Working Remotely

### CORE TOOLSET

- Javascript
- HTML
- Sass
- Ruby
- Git

---

## EXPERIENCE

### Lab Zero Innovations

July 2017 - Present

#### SOFTWARE ENGINEER

I work on small teams at this digital consultancy providing full product development, from concept to design to code in an Agile package.

- Created client HR tools in Ruby with Rspec, Cucumber, and Haml.
- Participated in technical spikes in React/Node stacks.
- Refined front-end custom CSS/Sass frameworks.
- Worked to improve user experience and accessibility on client sites.

### Sooryen Technologies, Inc.

August 2014 - July 2017

#### SENIOR FRONT-END DEVELOPER

At this consultancy, I used standard and proprietary front-end technologies to improve end user experiences.

- Architect and Tech Lead on implementation projects for Web Payments API and Google AMP as well as various optimization projects.
- Senior Developer on mobile sites for the 1800Flowers family of brands, focused on increasing conversion rates and improving customer satisfaction, maintaining and improving existing codebase and implementing new features.
- Tech Lead and Project Manager for Bloomreach partnership, serving top 100 ecommerce merchants, improving search and conversion.
- Additional tasks: code reviews, JIRA ticket management, creating documentation, creating, implementing and troubleshooting new workflows and technologies, improving team efficiency, mentoring junior developers, and presenting internal tech talks on various topics.

**Brimar Industries, Inc.**  
December 2010 - August 2014

**WEB DESIGNER**

My main responsibility was designing and building PHP-based user interfaces for the company's various ecommerce sites and blogs.

- Designed and coded new checkout, category and product templates for SafteySign.com and PipeMarker.com to increase conversion rates.
- Refactored CSS files and improved cross-browser compatibility across all sites, including responsive design features and testing.

**rayogram**  
June 2010 - December 2010

**WEB PRODUCTION ASSISTANT**

At this boutique web agency, I contributed to all aspects of site development, from template creation to photo preparation.

- Created Drupal templates, installed and configured modules
- Updated CSS files
- Modified PHP templates

---

## PERSONAL PROJECTS

**A Quantity of Stuff**  
Technical Writings

I've been writing about technology for a little while now and am beginning to do so more and more. Partly to share what I've learned over the years and save someone else a few steps. Mostly to get all the knowledge in my head down in a tangible form, that I can look at it anew and see the gaps that need to be filled.

The posts here range a bit, some more technical and others focusing more on the human factor in all these bits and bytes.

**Plastic**  
A JavaScript, text-based game engine

The purpose of plastic is to provide a simple, flexible engine for handling character creation, meters, inventory and interactions in text-based games.

The language of the functions will be kept as agnostic as possible so as to accommodate any type of game the author imagines, from RPGs with battle mechanics to non-violent games that benefit from a similar mechanic but vastly different purpose.

**Selfcare.tech**  
A resource directory for people in tech

One day I wasn't feeling well and told some friends that I was going to hide in my virtual hoodie. It started me thinking about how important self care is, and how little we pay attention to it in the tech community.

So often I see my fellow developers ignoring their basic needs for rest and refreshment. I started this site to provide a central location to find links that will help us all take better care of ourselves.

---

## THE LAUNDRY LIST

- JQuery
- Jasmine
- Clojure
- Clojurescript
- Ruby
- RSpec
- Cucumber
- HamL/Erb
- PHP
- Grunt
- Gulp
- Handlebars
- Bourbon/Neat
- Foundation
- Bootstrap
- Less
- npm
- yarn
- Apache Velocity
- WordPress
- Jekyll
- Drupal
- Cross-browser Issues
- Responsive/UI
- Illustrator
- InDesign
- Graphic Design
- Jira
- Basecamp
- Trello
- Google Analytics
- Google Tag Manager