

MALLORY ALLEN

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PROFESSIONAL SUMMARY

Senior Software Developer with over 8 years of experience at top tech companies like Shopify and Coursera. Skilled in building and scaling web applications using React, GraphQL, Typescript, Node.js, and more. Brings a broad range of front and back-end expertise, consistently delivering high-quality solutions. Experienced in leading projects, mentoring teams, and thriving in fast-paced environments. Passionate about creating impactful, user-centric experiences.

SKILLS

- API Integration
- Front-end Frameworks
- Testing and debugging
- Web application development
- Game development with unity/godot (C#)
- Shader development with Shaderlab
- Code Review
- Mentoring
- Version Control
- Project Management
- Build tool development with Rust
- Working proficiency in French

WORK EXPERIENCE

Self Employed

VR Asset Developer // Remote // December 2023 to Current

- Created, marketed, and sold prefab assets on online marketplaces aimed at the social VR platform VRChat
- Wrote scripts in C# using a subset of Unity features supported by the platform
- Created 2D and 3D art using Blender, Substance, and Unity
- Wrote custom shaders using Unity's ShaderLab and Amplify Shader Editor

Coursera

Senior Software Developer // Remote // August 2022 to March 2023

- Developed frontend features with React, GraphQL, and Typescript
- Worked with teams to integrate components smoothly into existing systems
- Managed project timelines to deliver high-quality code on schedule
- Reviewed code to maintain standards and improve quality

Shopify

Staff Developer // Ottawa, ON // October 2015 to August 2022

- Helped build and maintain front-end platform technologies, integrating a universal React application with a legacy stack
- Improved performance of a complex web application, reducing load times by over 60%
- Mentored junior team members, fostering growth and providing technical guidance
- Lead a project which halved build times on a massive single page application
- Lead a project to display performance regression information on PRs to prevent shipping negative changes
- Created and advocated for exceptional UX experiences and best practices in frontend technologies

- Enhanced software functionality by identifying and resolving complex issues, and provided constructive feedback through regular code reviews
- Maintained comprehensive documentation and facilitated knowledge sharing across teams
- Designed, pitched, and planned projects, contributing to overall product quality and team success

I-Sight

Junior Software Developer // Ottawa, ON // May 2015 to August 2015

- Worked with project teams to deliver case management platforms for clients such as HP and Walmart
- Created and maintained Node.js microservices
- Built Backbone.js frontend applications
- Administered and interacted with PostgreSQL databases
- Built code generation tools to speed up creating new forms

EDUCATION

College Diploma - Computer Programming

Algonquin College // Ottawa, ON // 2014

- Graduation Dean's List, Winter, 2014
- 3.72 GPA

PERSONAL PROJECTS

- **VRChat Assets:** Creator and seller of custom VRChat assets with a variety of prefabs for the community
- **Maru's Arcade (VRChat):** Built and maintained a VRChat world featuring 10+ fully functional arcade cabinets. The world has attracted over 500,000 visits and 27,000+ favorites
- **Crystal Defenders (VRChat):** Created a VR tower defense game with over 600,000 visits and 35,000+ favorites
- **Music Production:** Produced original music tracks for various personal projects, incorporating electronic, rock, and ambient styles
- **Gamejams:** Developed a game jam game using Godot, combining fast-paced action with quirky visuals and retro music. Developed VR experiences for jams using Unity