

# Heidi Little

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**Skills:** JavaScript, React, Angular 2, CSS3, SCSS, HTML5, Typescript, Webpack, NPM, Git, Github, Scrum, Agile, Go, Kotlin, Docker, Kubernetes, UX

**Experience:** **EverQuote, Inc.** **November 2019 - Current**

*Senior Software Engineer II (April 2022 - Current)*

*Engineering Manager (November 2021 - January 2023)*

*Senior Software Engineer I (November 2019 - April 2022)*

I started at EverQuote on our consumer website team, maintaining the consumer facing website for customers to get insurance quotes. I worked with analysts and product managers to implement tests to improve our customer experience. After that I worked on the UI for a new product to accept 3rd party leads through an embedded web experience. I was an integral designer of our system and worked with our product manager to scope and implement the first release along with my team. I then moved into doing more back-end work with making updates to our external APIs and designing new systems to be used internally. I worked in React, Typescript, Go, Kotlin, AppSync, and Docker/Kubernetes.

Additionally for about a year I was the people manager of my team and worked with team members to develop goals against our engineering competency matrix, and did performance reviews for my reports.

Currently I am the Tech Lead for my new team, where I work closely with our product manager to define upcoming work, work with other engineering teams on cross-cutting issues and with engineering leadership on engineering objectives.

**Promoboxx, Inc.** **November 2018 - October 2019**

*Senior Software Engineer*

At Promoboxx I worked on new React applications and existing Ruby and AngularJS applications for both the brand campaign manager and retailer content portal. I worked with Product Owners, Designers and Back-end Engineers to design and implement new features, while also working with a team of 4 Front-end Engineers.

As Senior Software Engineer, I made technical plans for new features, reviewed code, assisted other developers, implemented features and investigated and fixed bugs.

**Carbonite, Inc.** **November 2014 - November 2018**

*Principal Software Engineer (March 2018 - November 2018)*

*Senior Software Engineer (March 2016 - March 2018)*

*Software Engineer (November 2014 - March 2016)*

I worked on UI development for several of Carbonite's products and services, including the Carbonite Appliance, Carbonite Safe client, Carbonite Endpoint Protection client and customer web portal; using web

technologies from AngularJS to Angular 6. I was the scrum master of my scrum team for two years and team lead of a team of 6-7 for one year. As scrum master I planned, scheduled and lead daily standup, planning, grooming, and retrospectives. As team lead I am responsible for working with our PO to pre-groom and prioritize the backlog, coordinate work and communication with other scrum team leads, and provide technical guidance for implementation of stories.

**Turbine, Inc.**

**June 2012 - November 2014**

*UI Developer*

I developed the front-end and did back-end integration on gaming websites across WB products. I developed new sites and supported existing sites with new features. I developed sites both with PHP frameworks and JavaScript frameworks like Backbone.js and AngularJS.

**38 Studios, LLC**

**August 2011 - May 2012**

*Front-End Web Developer*

Built and supported 38's marketing, IP, and account sites, including reckoning.com and amalur.com. I worked closely with both designers and back-end engineers.

**Spa.net, LLC**

**June 2010 – August 2011**

*Project Manager*

Made updates to client websites, tested current projects, designed and implemented internal projects, Customer Service, Technical Support

**Education:**

**BFA Rochester Institute of Technology, March 2010**

Major: New Media Design

Minor: Japanese Language & Culture

GPA 3.5