

SERAPHINA ORSINI

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OVERVIEW

Staff engineer focused primarily on building extensible UIs, developer tooling, and shared CI / CD tools.

WORK EXPERIENCE

Wayfair, LLC

Boston, MA · January 2017 - Present

Staff Engineer - Frontend Platform

March 2020 - Present

- Responsible for setting long-term vision of Frontend Platform for organization of 1500+ engineers, driving roadmap planning each half, and leading bi-weekly refinement meetings
- Establish and promote engineering culture by participating in panel discussions, performing interviews for roles org wide, and shaping the interview process for frontend candidates
- Advocated for better supporting under-served internal and supplier facing frontend developers by splitting the growing workstream of Frontend Platform team
- Architected and built company wide dependency graph and health tracker, which was an important piece of organizations ability to respond to log4j vulnerabilities, consisting of GraphQL API and React front-end application
- Authored RFC and resulting architecture decision record to adopt a monorepo using Turborepo to solve dependency management and coordinated deployment issues in poly-repository setup
- Enabled NextJS adoption company wide by building proof of concept, and overseeing execution of extending internal deployment tooling to support in existing infrastructure
- Drove cross department initiative to adopt PKCE authentication patterns for single page applications, which removed security blocks for feature teams moving to discrete applications from a monolith
- Embedded with partner team to create change propagation system which allows engineers to create change sets (primarily issues and PR's) across 2000+ repositories by assisting with Python FastAPI service development, authoring React application for testing change set configuration and tracking change adoption, and helping to drive requirements for change set execution patterns via docker images, allowing dynamic code modification scripts to be written in any language
- Improved change lead time for 200+ applications by implementing BuildKite plugin which managed NPM dependency installation caching, deterministic install checks, and peer dependency validation, which resulted in up to 60% decrease in installation times
- Automated publishing pre-release versions of packages to internal registry in CI during development workflow
- Proposed and got buy-in for adopting innersource patterns for all team repos, using GitHub as internally public source of truth for roadmap and epic tracking, and simplifying planning process by implementing an "Epic Champion" role

Senior Engineer - Frontend Framework & Infrastructure

March 2019 - March 2020

- Embedded with multiple feature teams to drive migration from custom monolith tooling to decoupled applications leveraging Webpack, coaching junior engineers on how to use new tools and desired architecture patterns
- Unlocked 150+ applications to decouple from monolith by authoring BuildKite plugin to manage Docker and Webpack build & deployment processes for static and SSR applications, including uploading assets to GCS and support for production, development, and ephemeral environment deployments
- Designed and authored core libraries for use across JavaScript applications. Examples include: logging, tracking, performance monitoring, shared redux setup, etc.
- Created Babel & Webpack plugins to support custom graphql persisted query implementation
- Authored code modification scripts using jscodeshift to automate removal of deprecated tools and patterns and replace with supported equivalents
- Developed custom ESLint rules to enforce internal code standards

- Facilitated upgrade to React 16.8 across large monolith, including documenting best practices using React hooks and co-authoring training materials

Software Engineer II - Streaming Notifications

October 2017 - March 2019

Software Engineer I

January 2017 - October 2017

- Designed JSON schema driven React & Redux user interface to manage notification campaigns which unlocked ability for marketing and business users to configure campaigns, resulting in platform adoption from 25+ teams
- Implemented Java REST endpoints for the configurable notifications system using Dropwizard and Hibernate
- As primary JS code reviewer for 80+ person department, conducted live reviews and mentored other engineers to scale up number of reviewers in department
- Contributed upstream features and bug fixes to internal React component library
- Conducted phone screen interviews

IBM

Littleton, MA · May 2016 - January 2017

Software Engineer I

- Designed and implemented configurable cross-platform UI to perform post-install tasks for Sterling Order Management (OMS) application
- Increased OMS team productivity by developing interface to create and modify test suites in custom test platform
- Designed automation to transform DB2 SQL into valid Derby SQL, improving OMS test automation framework

University of Maine

Orono, ME · January 2014 - December 2015

Teaching & Research Assistant

- Implemented image segmentation and normalized cross-correlation algorithms, and assisted in developing qualitative spatial reasoning algorithms for Robot Interaction Laboratory
- Led recitations and held office hours to assist students with *Discrete Structures* and *Intro to Computer Science* courses

EDUCATION

University of Maine

Orono, ME · May 2016

B.S. Computer Science · *Phi Beta Kappa, Magna Cum Laude, Upsilon Pi Epsilon*