

Lauren Galle

Creative software developer with a desire to bring my knowledge of the software development life cycle into UX design. Focused on creating effective and aesthetic designs that will both draw in new customers, as well as follow coding patterns for the developers to implement.

Personal Info

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(480) 737-4815

LinkedIn

<https://www.linkedin.com/in/lauren-galle-775724187/>

Website

<https://laurengalle.github.io/>

Skills

Agile Workflow

Creative Problem Solving

Team Leadership

Collaboration

Software & Tools

Figma

Miro

Procreate

Balsamiq

Visual Studio

SQL Server Management Studio

Languages & Frameworks

HTML



CSS



Typescript



Angular



C#



Work History

2021-07

- present

Full Stack Software Engineer

Trimble Viewpoint, Inc., Portland

- Collaborated with a team of engineers to develop Viewpoint's HRIS product from the ground up.
- Appointed the team's key developer for implementing mobile responsive behavior and styling, which has been a driving factor for customer sales and enhancing the front-end experience of our product.
- With a passion and understanding of how aesthetics and software work together, was invited to our UX team's daily meetings to provide crucial insight into their designs that would be passed on to the developers.
- Developed user-oriented visuals and features using front-end languages to increase site traffic.
- Completed full redesigns of existing pages to improve navigation and the workflow of our product for customers.

2021-03

- present

Artist/Business Owner

Lolo's Hydros, Portland

- Passionate about making and sharing art, established my own successful small business of creating hand painted designs for insulated water bottles.
- Manage the content and current trends of social media to increase my business' online presence and interact with potential customers.
- Engage with customers to design digital mockups of their orders that they can approve before the painting process begins.
- Coordinate payment transactions between myself and my customers.

2020-06

- 2020-09

Software Development Engineer Intern

Trimble Viewpoint, Inc., Portland

- Collaborated with a development team on Viewpoint's onboarding software to enhance this experience for new employees.
- Through test driven development (TDD), improved the process of importing data into the database.
- Trained with senior engineers on design, coding, testing and maintenance.

Education

2017-09

- 2021-06

Computer Science - Applied Human Computer Interaction, Bachelor of Science

Oregon State University, Corvallis

Projects

2022-08

- 2022-12

UX Designer

Lolo's Hydros Website Prototype

- Utilized customer feedback and personal experience to design an interactive prototype for my small business.
- Created device-responsive designs to expand my potential users.
- Constructed workflows to help indicate the possible user paths that could be taken.