

# Natasha Osborne

Senior Software Engineer experienced building full-stack applications, leading system rewrites, and designing API-driven architectures. Strong background in backend systems, complex integrations, and delivering production software that automates business workflows

admin@natasha-osborne.dev

<https://github.com/Natasha08>

<https://natasha-osborne.dev>

## Experience

Senior Engineer • **Unabridged Software** | Oct 2024 - Present

- Promoted to Senior Engineer and Team Lead after leading the successful rewrite of a previously failed internal tool
- Served as technical lead for the project, collaborating with the Principal Engineer to design the API, service, and model architecture
- Built a data synchronization tool comparing internal data with the Greenhouse API to automate previously manual onboarding workflows
- Authored architectural documentation to clarify system design and support long-term maintainability
- Partnered with Product to improve story definition and development readiness, reducing engineering ambiguity and improving delivery workflows
- Diagnosed and resolved configuration issues enabling Kafka synchronization locally, unblocking development workflows for the engineering team

Software Engineer • **ParentSquare** | May 2022 - Jan 2024

Mobile Team Engineer | July 2023 - Jan 2024

Data Team Engineer | May 2022 - July 2023

- Built, styled, and shipped high-quality frontend and API features to address user pain points and frequent requests
- Implemented Student Information Systems (SIS) API integrations
- Collaborated with product managers, designers, and engineers to create polished digital experiences on a two-week agile cadence

Developer Lead • **Radial Development Group** | 2019 - 2022

- Built features in React, Rails, Django, and iOS, enhancing UX
- Spearheaded technical mentorship and coaching initiatives and supported associate developers to navigate technical blockers
- Led a firmware project, managing iOS and Android app releases, ensuring timely delivery and smooth integration with hardware

Software Engineer • **Origin** | 2018-2019

- Built in-app messaging features to improve real-time communication and user engagement
- Contributed to a frontend/backend rewrite implementing **GraphQL** and improved data access patterns

Developer Lead • **Radial Development Group** | 2017 - 2018

- Technical lead and developer for greenfielding a non-profit public-facing geolocation mobile app, driving significant user engagement and contributing to over \$50,000 in revenue
- Led and developed code for a civil engineering project focused on pile calculations for an e-commerce website
- Developed internal tools, technical blogs, and educational presentations

## Skills

### Programming Languages

Ruby, JavaScript (ES2015+), TypeScript, Python, C#, Swift, Java, HTML, CSS, Sass, Lua

### Frameworks & Libraries

Rails, React & Redux, Next.js, Node.js, React Native, Django, Angular,, Tailwind CSS, Bootstrap, Xamarin, Jekyll

### Databases

PostgreSQL, MySQL, MongoDB

### Tools & Platforms

Git, GitHub, Netlify, Vercel, Heroku, AWS, Webpack, XCode, Android Studio, Cordova

## Personal Projects

### Workout & Nutrition App

Rewrote the app I originally built to learn coding; it calculates weight amounts for pyramid strength training and tracks macros and calories using the Nutritionix API

### World of Warcraft Addon

Game addon that allows users to modify multiple macros simultaneously to change the target of the macro

### Budgeting App (React Native / Rails)

Designed and began developing a mobile budgeting application with a Ruby on Rails backend

## Education

### University of Colorado Boulder • Prerequisites In Progress

Master of Computer Science

### University of North Florida

Bachelor of Science in Experimental Psychology, with a focus on learning

## Interests

scuba diving, astrophysics, Zelda & Mario games, Brazilian jiu-jitsu, hiking, and photography, animation