# Clarissa Verish

Senior Full-Stack Software Engineer | Resourceful, Adaptable, Collaborative, User-Obsessed, Wearer of Many Hats linkedin.com/in/clarissa-verish | github.com/cverish

# **Experience**

#### Senior Full-Stack Software Engineer, AskFlux – Boston, MA (remote)

Sept 2023 – Present

- Worked from the ground up on our platform code, with contributions in every aspect of the codebase, including front-end, back-end, database design, data processing and transformation, interfacing with multiple LLMs, and internal tooling.
- Refactored a large portion of our main evaluation process into an elegant state-machine solution, simplifying the code structure and centralizing progress-tracking and logging in one place.
- Focused heavily on writing code that could be easily tested and was accompanied by robust test suites.
- · Productionalized data science code with an eye for clarity, efficiency, and extensibility.
- Ideated with product, design, and leadership teams on new features and future product directions.
- Championed cross-functional team collaboration efforts, including daily office hours for engineering and data science.

### Senior Software Engineer, Manifold – Boston, MA (remote) Software Engineer

Aug 2022 – Sept 2023 Sept 2020 – Aug 2022

- Developed full-stack web applications for clients across a wide range of industries (incl. enterprise networking hardware sales, genomic research, medical documentation harmonization, and pharmaceutical patient outreach).
- Onboarded rapidly onto existing and green-field codebases with varying programming languages, coding patterns, repository structures, and infrastructures.
- Collaborated with product, design, and key stakeholders to balance client needs with realistic outcomes, discuss project scope and trade-offs, and hand off projects at the end of engagements.
- Served on the security committee, developed and conducted security/PHI training for new employees, created targeted internal phishing campaigns for training purposes.
- Participated in hiring processes: phone screenings, take-home project review and discussion, meet-the-team panels.
- Mentored junior software engineers.

Research Fellow, Human-Computer Interaction Lab, Wellesley College – Wellesley, MA

Jan 2017 - July 2019

- Research focused on creating tools for science education, engagement, and outreach.
- Managed and executed multiple large-scale, multi-year, cross-institution research projects.
- Designed software and hardware prototypes using a variety of methods.
- Created novel visualizations for user experience research, academic papers, grant proposals, presentations, and textbooks.
- Designed and conducted research studies that included in-person and online data collection methods, analyzed data, published academic papers, and presented research at conferences.

#### Computer Science Teacher, Dana Hall School – Wellesley, MA

Oct 2018 – June 2019

- Designed and taught a project-based curriculum for high schoolers focusing on problem-solving techniques, basic coding skills, computer ethics, design processes, and multi-disciplinary applications of computer science.
- Created and taught labs on HTML/CSS/JavaScript, Python, and Arduino prototyping.

#### **Skills**

**Frameworks:** Django Full-Stack (advanced), React (advanced), FastAPI (very proficient), SQLAlchemy (very proficient), NextJS (proficient)

Languages: Python (advanced), TypeScript (advanced), JavaScript (advanced), HTML/CSS (advanced), Java (out of practice) Engineering Practices: Agile, software design, database design, robust test suites, mentorship, collaborative problem solving, code review

User Experience: wireframe mocks, user-led iterative design, user testing, user interviews

## **Education**

Wellesley College, BA in Chemistry

Sept 2012 - January 2017

- Relevant CS Coursework: Problem Solving with Python, Data Structures with Java, Human-Computer Interaction
- Research Experience: Human-Computer Interaction (May 2016 Dec 2016), Astrochemistry (Oct 2012 May 2016). Full list of publications can be viewed on Google Scholar.