

Oceane Andreis

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Education

University of Colorado Boulder, CO

Bachelor of Arts, Computer Science

Master of Science, Creative Technology and Design

Skills

Skills: JavaScript, Typescript, Python, React, NextJS, Cesium, Docker, Podman, W3C Accessibility, Kubernetes, Linux, Git, Agile Development, HTML, CSS, SASS, LESS, Helm, Traefik, SQL, FastAPI, Grype, Cypress, Figma, ZMQ, AWS EKS/ECR, Kafka

Experience

SCITEC | Boulder, Colorado

05/2022 - Present

Senior Staff Software Engineer (08/2024 - Present)

Staff Software Engineer (08/2023 - 07/2024)

Association Software Engineer (05/2022 - 07/2023)

- Engineered robust end-to-end CI/CD pipelines, automating code builds, unit testing, security checks, and Docker image deployments using Docker, Helm, and AWS, dramatically improving development efficiency and reliability.
- Architected and deployed microservices and real-time data processing systems with high throughput and low latency, utilizing React, NextJS, Cesium, Nats, Kafka, Redis, Python, and TypeScript, to deliver scalable and performant solutions.
- Led a team of 10+ developers in driving critical software architecture and deployment decisions, orchestrating PI and Sprint planning to ensure optimal system scalability, performance, and maintainability, resulting in a resilient, future-proofed infrastructure.
- Spearheaded the design and documentation of Low and High-fidelity prototypes, accelerating user interface validation and iteration, while mentoring and onboarding new team members to ensure seamless knowledge transfer and integration.
- Championed code quality and process improvement, implementing Git flow, reviewing merge requests, and resolving pipeline and code issues, leading to a smoother, more efficient development lifecycle.
- Led high-impact customer demos, effectively showcasing software capabilities and orchestrating real-time data collection, analysis, and visualization strategies that demonstrated the value and power of the solutions.

SUPERHUMANE | Denver, Colorado

01/2022 - 12/2023

Web Developer

- Conducted thorough accessibility audits on multiple software applications to ensure compliance with WCAG standards.
- Implemented improvements to the user interface, optimizing usability and enhancing user engagement.
- Fixed code in the frontend using VUE.js and GraphQL to ensure smooth functionality and include customer feedback.
- Committed to delivering high-quality, accessible web solutions that prioritize inclusive user experiences.

HITACHI ENERGY | Broomfield, Colorado

Software Engineering Intern

05/2021 to 05/2022

- Extended a C# API to process different types of forecast data from a Postgres database. Pair programmed and unit tested while improving the architecture of the API.
- Built production deployment pipelines with Kubernetes on Azure DevOps to publish a web app.
- Designed the Front-End with React, AntDesign, and Rechart to display data from an API.
- Collaborated on automated ETL Pipelines to support new data files.

Project

Asian Erasure

04/2021 – 04/2022

- Programmed a website to display valuable and clean data about the AAPI community.
- Utilized React, NextJS, and SASS to create an organized and expandable open-source project.
- Collaborated through git and active weekly stand-up to deploy the finished product via Netlify.