AmbyrShae Calix | calix.shae@gmail.com | 504-356-3525 | [Portfolio](#) | [LinkedIn](#)

Software Engineer | Technical Product Management

Process-oriented full-stack engineer with 9 years of experience building B2G & B2B SaaS products.

Qualifications

Javascript, Vue.js, HTML / CSS, SASS, web app development, Java, JUnit, test driven development, Spring Boot, API development, Git, SQL, Agile, Scrum, Kanban, Jira, technical product management, process modeling ,road mapping, UI/UX design, cross-functionality

Education: B.S. in Computer Science | The University of New Orleans | New Orleans, LA

Work Experience

Lead FE & UI Engineer | Jul 2018 - Present | eWorld Enterprise Solutions | B2G SaaS

- For Phase I, I led FE development, served as the UI/UX engineer, and acted as a scrum coach, finishing 6 months ahead of a three-year deadline. Currently progressing through Phase II, which also has a three-year timeline.
- Designed mockups using Adobe XD, reducing dev rework by 90%. We now use Figma and I am a consultant for the design team.
- Conducted customer interviews, received feedback, and delivered iterative designs weekly.
- Full-stack development using Vue.js & Sprint Boot to track thousands of vessels passing through Hawaii's 10 harbors.
- Test software using JUnit & JMeter, verifying accurate tariff rate calculations to process fees for over 8 million tons of cargo.
- Lead FE effort to upgrade our tech stack from Vue 2 to Vue 3. As well as integrating a new UI library, Prime Vue.

Technical Product Manager | Mar 2021 - Mar 2023 | eWorld Enterprise Solutions | B2G SaaS

- Led an 80 person team in Scrum and improved processes to align project goals and client expectations.
- Created strategic and business process models to use for a 3-year roadmap.
- Defined 500+ tickets by translating customer needs into requirements and acceptance criteria.
- Increased team velocity by 100% by implementing Scrum.
- Increased PR throughput by 200% by creating code review standards and template.

- Reduced bug percentage from 80% to 15% by utilizing 15% dev time to fixes and appointing a "squasher" every sprint.
- Documented performance constraints to properly service 400,000 households and issue $3B in benefits.
- Collaborated with cross-functional teams on a daily basis to ensure clear communication across the product.
- Reviewed UI / UX mockups and provide weekly feedback for requirement accuracy.

Software Engineer | Dec 2016 - Apr 2018 | GE Digital | B2B SaaS
- FS Engineer on a 100+ person, cross-functional team; developed an offline-first, industrial IOT hybrid product.
- Led FS development using Angular & Sprint Boot to provide field service engineers with a mobile app that can be used offline and a web app.
- Designed and enhanced the UI of the Android FQF app using XML and Google's Material Design standards.
- Managed code, performed pull requests and code reviews via GitHub.