

Amanda Canfield Farmer Brown

I'm a software engineer who loves building useful and delightful things with technology, and I'm passionate about fostering a team culture that values collaboration, learning, and growth. I have years of experience in both working with legacy systems and creating innovative solutions through greenfield development. I'm always excited to take on new challenges, expand my skills, and contribute to projects that make a difference.

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Tools

Frontend

JavaScript/TypeScript
CSS/SCSS
React/Redux
Vue
Angular

Mobile

React Native
Java (Android)
Swift (iOS)

Server Side

Ruby/Ruby on Rails
Node.js
C#/ASP.net

Databases

PostgreSQL
MySQL
MSSQL

Work History

Senior Software Engineer, Aloft

2023-2025

Aloft was acquired by **Inspectify** in February 2025.

Aloft Appraisal developed software designed to support real estate professionals with property valuations, particularly focusing on depreciated cost methods. Their software helped appraisers calculate and assess the depreciation of properties, streamlining the process of estimating market values and improving the accuracy and efficiency of property appraisals for lenders and individual appraisers.

- Contributed to both the front and back-end development of the Toolkit application (**Node.js**, **TypeScript**, **React**, **Redux**, **PostgreSQL**). Helped to integrate 3rd party cost data, and organize the code so that it was easier to maintain and understand what data each calculation depended on.
- Took over maintenance of ETL scripts (**Python**).

Senior Software Engineer / Team Lead, Bandcamp → Epic Games

2021-2023

Bandcamp was acquired by **Epic Games** in March 2022.

Bandcamp was sold to **Songtradr** in October 2023.

Bandcamp is an online platform that allows artists to sell their music, merchandise, and tickets directly to fans. It offers tools for musicians to manage their sales, connect with listeners, and retain a larger share of revenue, while also providing fans with a vast library of independent music across genres.

- Developed and maintained the Bandcamp user and artist apps for both iOS and Android, using **Ruby**, **Java**, **Swift**, and **PostgreSQL**.
- Led the team that implemented playlists in the mobile app, making the collection more useful to encourage purchases and setting the groundwork for future shared playlist projects.
- Contributed to the development of the Bandcamp site using **Vue**, **SCSS**, **JavaScript**.

Software Engineer, Shelf Engine

2020-2021

Shelf Engine provided a solution to help grocery retailers optimize their ordering of perishable products. By automating the ordering process and using intelligent forecasting based on daily sales data, they aimed to reduce food waste, minimize stockouts, and improve sales efficiency, ultimately helping retailers maintain fully stocked shelves while reducing operational costs.

- Contributed to and helped to support an internal web-based application that ingests and collects data, forecasts sales, generates and sends orders, and provides reports and insight into these processes and the supporting data; all in support of the mission to reduce food waste through automation (**C#**, **ASP.NET**, **MSSQL**, **Azure**, **TypeScript**, **Angular**).
- Designed and built a **React Native (TypeScript)** mobile app used by the field team to take inventories either manually or with a separate barcode scanner and record store information and pictures. Contributed to the supporting API (**C#**, **ASP.NET**).

Senior Software Engineer, Mighty AI → Uber ATG

2018-2020

Mighty AI was acquired by **Uber ATG** in June 2019.

Mighty AI provided Training Data as a Service, specializing in generating high-quality datasets for AI models, particularly in autonomous vehicles and computer vision. Their platform helped companies annotate data for object detection, semantic segmentation, and other vehicle perception tasks to improve AI model accuracy.

- Key contributor to the development, testing, and support of a suite of web-based tools used to support a mission to deliver high-quality training data for use primarily in computer vision applications. This web-based application suite allowed projects to be configured and served out to a paid community of users who answered questions, annotated and segmented images, and reviewed each other's work.
- Primarily worked on the Web team, building user-facing components with **React (JavaScript)**, which included project workflow configuration tools, and the community tools for annotating images with everything from points and boxes to full image segmentation (tracing objects in images and video and labeling traced segments). Contributed to a component library that was used as additional, smaller applications were added to the suite, and started the corresponding Living Style Guide (**Gatsby**).
- Also worked on the Platform team, helping to build and support the **Ruby on Rails (PostgreSQL)** backend services that were responsible for moving data through the system, as well as the APIs that the front end applications used.
- Mentored and contributed to the learning of my teammates, helping them to grow and become more comfortable and even more amazing in their engineering roles.

Community and Education

Seattle Contra Tune Repertoire Builder

Session organizer for a rotating schedule of teachers who teach contra dance tunes by ear.

Promote the event at various community events and publications, as well as manage the email list and website (<https://contratunes.org>).

Ada Developers Academy

Occasional Tutor and Mentor

Member of the Curriculum Advisory Panel, 2020

Rails Girls Pittsburgh

January, 2013

Principal organizer for a one-day programming workshop that taught 50 women with little or no programming experience to write web applications using Ruby on Rails.

Managed a team of four organizers and 20 volunteers and coaches.

Community College of Allegheny County

Graduated Spring 2009

AS in Computer and Information Technology (CIT): Application Software Development.

GPA: 3.884 (4.0 in Major), Dean's List

Senior Software Engineer, Jetpack Workflow

2017-2018

Jetpack Workflow offers workflow and project management software designed for accountants and bookkeepers. It helps firms streamline and automate tasks, track deadlines, and improve efficiency, allowing teams to focus more on client work and less on administrative tasks.

- Key contributor to the development, testing, support, and deployment of a client and workflow management tool geared toward accountants. Collaborated on the development of a new version of the front end built with **React** for a **Ruby on Rails** application supported by a **PostgreSQL** database. Alleviated one of our customers' biggest pain points by implementing a way for them to assign tasks directly to their clients and automatically import their clients' emailed responses and attachments.
- Implemented a simple data warehouse for internal use and trained sales and support on how to use it.
- Worked with a team that focused on serving our customers, as well as continuous personal and professional growth. Helped management to get a handle on delivery timeframes and developers to have a clear understanding of what to work on by demonstrating how to break down project work and mentoring others in project planning.

Senior Software Engineer / Front End Lead, Think Through Learning, Inc (TTL) → Imagine Learning

2013-2017

Promoted from **Software Engineer** in February 2016.

TTL was acquired by **Imagine Learning** in October 2016.

Think Through Math offered a web-based math learning platform that combines live teacher support, adaptive instruction, and motivational tools to engage students. The program provided personalized, real-time feedback, rewarded effort with incentives like customizable avatars, and aimed to build students' confidence and proficiency in math. It also offered actionable data to teachers to track student progress and improve learning outcomes.

- Key contributor to the design, development, testing, and deployment of TTL's flagship product: an online remedial math tutoring application. TTM supported 3,000,000 students who complete over a billion math problems per school year. At peak load, TTM processed 45,000 requests per minute with an average response time of 65ms.
- Worked as a full-stack developer at TTM with an eye toward reducing complexity and stewarding maintainable code. Developed user-facing features, reporting infrastructure, and integration components with **Ruby on Rails** (supported by a **PostgreSQL** database), **JavaScript**, **CoffeeScript**, and **Elm**. Selected and leveraged open source software to build features efficiently.
- Led several projects, including an effort to replace a costly and unreliable third party motivation component with internal point tracking and a responsive avatar building application, saving the company more than \$350k annually; replacing an outdated but highly marketable interactive whiteboard feature with a more usable, mobile friendly version; and a project to relieve support load by building a self-service portal where administrators could onboard their rosters and prepare for product use.
- Took ownership of the front-end codebase and led a continuing effort to standardize the visual design, remove **CSS** duplication, and train the team on best practices. Advocated for and improved user experience throughout the application, bolstering user effectiveness by simplifying tasks.
- Contributed to continuous process improvement as part of a team that values reflection and iteration. Partnered with QA and Product Management to standardize the team on a lean, agile process by utilizing waffle.io to provide a Kanban-like view of the work being done in Github.

Visit <https://resume.mandabrown.com> to see work experience dating back to 2003.

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