

Jenna Tripoli

Redondo Beach, CA • jennatripoli02@gmail.com • (310) 780-6785 • Portfolio: jennatripoli.com

EXPERIENCE

Front-End Software Engineer

Jan 2025 - Present

Coco Robotics

Venice, CA

- Manage the design and functionality of 10+ different applications across varying user groups.
- Spearheaded the creation of a design system with Shadcn and component management in Storybook.
- Added E2E testing with Playwright, integrated with CI to ensure pages maintain their functionality.
- Create custom interfaces to refine triaging, prioritizing mobile-friendly design for user convenience.
- Work with TypeScript, React, Tailwind, MapboxGL, ConnectRPC, React Native, Fullstory, and Auth0.

Full-Stack Software Engineer

Jun - Dec 2024

Gently U.S.

Santa Monica, CA

- Revamped a proprietary warehouse management system to facilitate a growing client and customer base.
- Developed the ability for customers to track the progress of their order and easily see proof of delivery.
- Streamlined client billing by developing a cron job and a friendly user interface for creating invoices.
- Developed solutions using TypeScript, React, Tailwind, AWS, Prisma, Express, Next, and Vitest.
- Enhanced integrations with Shopify, Route4Me, Twilio, SendGrid, Clerk, and AskNicely.

Researcher and Developer

Aug 2023 - May 2024

WPI Human-Computer Interaction Lab

Worcester, MA

- Created a cutting-edge platform for making and distributing surveys in American Sign Language (ASL).
- Used guidelines from the WCAG 2.2 and USWDS color indicators and standards for non-text contrast.
- Implemented and deployed the application using JavaScript, React, CSS, Python, PostgreSQL, and AWS.
- Conducted a successful unmoderated user study with 30 Deaf participants to evaluate the tool's usability.
- Worked part-time as a software engineer for the project sponsor to develop additional survey tools.

SKILLS

Programming Languages: TypeScript, JavaScript, Java, CSS, HTML, Python, SQL, C, C++, Kotlin, R

Frameworks/Libraries: React, Tailwind, Shadcn, MaterialUI, MapboxGL, ConnectRPC, Playwright, Prisma

Tools: GitHub, Jira, Storybook, Fullstory, Auth0, Figma, PostgreSQL, AWS, TinaCMS, Unreal Engine

EDUCATION

Worcester Polytechnic Institute

May 2023 - May 2024

Master of Science in Computer Science | 4.00 GPA

Worcester, MA

Worcester Polytechnic Institute

Aug 2020 - May 2024

Bachelor of Science in Computer Science | 3.96 GPA (High Distinction)

Worcester, MA

Minor: Interactive Media and Game Development

ACTIVITIES

Programming Mentor

May 2024 - Present

FIRST Robotics Competition Team 294

Redondo Beach, CA

- Teach high school students programming fundamentals, robot controls, and documentation best practices.
- Facilitate hands-on education of concepts like PID control, motion profiling, and vision processing.
- Help design and develop online platforms like the team's website and an app for strategy and data analysis.