

MELISSA NELSON

Experienced frontend software engineer highly engaged in UX and product design. Seeking to bridge the gap between elegance and efficiency in enterprise and consumer web applications by building teams that take a user-first approach to engineering.

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FIND ME

WEBSITE: mel.pizza

LINKEDIN: linkedin.com/in/holkesvig

GITHUB: github.com/holkesvig

EDUCATION

GEORGE MASON UNIVERSITY

Biology, Applied Computer Science

Fall 2012 - Spring 2015

(Some College)

SKILLS

EXPERIENCE

Target Corporation | March 2018 - Present

Senior Software Engineer - Chaos Engineering | Frontend

Software Engineer - Infrastructure | Frontend

Twitch | February 2015 - March 2018

Twitch Partner | Content Creator

- Developed brand concept and identity for Livestream

Stream and Social Media Manager for Elevate | <https://elevate.gg>

Under30 Changemakers | Spring 2015

Design and Story Planning Committee | Under30 Summit | Volunteer

Developed the brand for Under30 Changemakers Summit.

Coordinated meetings between teams to plan the Summit.

Maxx Potential | June 2012 - June 2015

Software Developer and Design Apprentice | Frontend

Directly impacted product development from concept to completion, taking on responsibilities including concept art, wireframing, technical planning, implementation, and branding.

Collaborated with customer marketing and design teams to create applications that seamlessly integrated with their existing products.

Held a principal role in the concept and development of Maxx Potential's core branding strategy.

Executive Assistant

Spearheaded the overhaul of talent acquisition and the development of Career Lab, resulting in better hiring and reduced turnover.

Assisted the CEO and CIO with Administrative and Human Resources work