Veronica Ni
Software Developer

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Full-stack engineer with a **strong growth mindset**, combining **technical expertise with UX and project management experience**. I focus on delivering **well-designed, maintainable, and unit-tested code** that **aligns with business and user needs**. I excel at **balancing priorities** in the development cycle, **collaborating with UX and Product Management**, and elevating code quality through peer review and communication.

Experience

Schrodinger Inc. – Software Engineer Intern   May 2025 - present

- Developing graphical molecular dynamics analysis tools using **Python, PyQt, and an MVC framework**. Applying **test-driven development** and **object-oriented principles** to build scalable features with rigorous unit testing.
- Using **Agile methodologies** to manage the software development lifecycle, **drafting Jira tickets**, **planning code design**, and organizing project work into tasks to ensure on-time delivery.
- **Collaborating with UX, product managers, scientific stakeholders, and other developers** to clarify feature requirements, using diagrams and specs to align teams on design. Coordinated with documentation and QA teams for successful feature release.

ClinicMind Inc. – UX Design Intern   Oct 2024 - May 2025

- **Designed end-to-end user experiences for patient intake** across mobile, web, and kiosk platforms using **Figma** and **Adobe Illustrator**. Redesigned complex navigation flows and expanded selection options to improve patient adoption and usability.
- **Maintained and extended the design system** by re-organizing the icon library to align with developer workflows, and established new design standards for modals and features. **Created detailed UX specifications and interactive prototypes** to streamline design-to-development handoff.
- **Engaged users and stakeholders via interviews and workshops** to define project requirements, and communicated progress through biweekly presentations. Managed projects and tasks in GitLab and partnered with engineering lead to ensure design solutions were technically viable.

Naviguide Inc. – Software Engineer, UI   Jul 2024 - Nov 2024

- Led the **UX/UI design and implementation** of a consumer website using **React and Tailwind CSS**. Created detailed **Figma prototypes and UX specifications** for different user-facing dashboards.
- **Developed a multi-step user onboarding flow,** including user authentication and backend data connection. Developed authorization process that verified parental consent before granting platform access to student users.
- Managed project tasks and tracked progress via Jira tickets and continuous team updates. Collaborated with the engineering lead to validate and optimize technical implementation.

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Live Music Project – Fullstack Software Engineer (Volunteer)   Mar 2024 - Jul 2024

- **Refactored and maintained a legacy codebase** (Django, DRF, React), improving stability, performance, and maintainability, while **integrating third-party features** like reCAPTCHA validation.

Rithm Student Information System – Software Engineer Intern   Jan 2024 - Feb 2024

- Implemented a **RDBMS-based tagging system to improve search functionality** across a Django-based SaaS platform. Streamlined testing using third party libraries for model generation, and achieved **99% test coverage** of new features.

Japan Exchange and Teaching Program – Assistant Language Teacher   2021 - 2023

- Rapidly designed, customized, and **taught K-12 lesson plans to meet specific classroom needs across six Japanese public schools**. Introduced online tools and intercultural lessons, and assessed student progress through homework, tests, and EIKEN/speech contest preparation.
- **Self-taught N3 Japanese and business etiquette to successfully operate in a 100% Japanese workplace**. Served as a **US Cultural Ambassador and Area Leader**, providing mentorship and advice on cultural adjustment and daily living while organizing community activities.

Black Math Inc. – Art Director   2016 - 2020

- **Spearheaded concept-to-delivery of branding campaigns** in multiple domains (online, web/TV animation, live action/events, VFX, installation). Clients include **America's Test Kitchen, Meta, Instagram, Kellogg's, National Geographic, Reebok, Boston Museum of Fine Arts, and Starbucks.**
- Ensured consistent delivery of design assets under tight deadlines and evolving requirements. Pitched creative concepts, managed staff/freelance talent, and collaborated with animation/production teams.

Technical Skills

- **Languages & Libraries:** Python, Javascript, Typescript, SQL, PHP, HTML, CSS, jQuery
- **Frameworks / Tools:** PyQt, React, Django, Flask, Express, Bootstrap, Sass, Tailwind, Laravel, Next.js, PostgreSQL, AWS S3, SQLAlchemy, Node.js, Jest, Jasmine, unittest, Git, Github, TDD, npm, Insomnia, Babel, Webpack, Vite, Jinja, Docker, REST APIs
- **Other:** Figma, Adobe Photoshop, Adobe Illustrator, Adobe Indesign, After Effects

Education

- **Full Stack Web Development** - Rithm School
- **Bachelor's in Fine Arts, cum laude** - Rhode Island School of Design