Lauren Birts

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SUMMARY

Frontend-leaning full-stack engineer with six years shipping production web and mobile products in fintech, B2B SaaS, and healthcare. Works in React and TypeScript with a focus on performance, testing, and building AI features into real product workflows. Comfortable owning complex features end to end on small teams where craft and clear technical decisions matter.

SKILLS

Languages: TypeScript, JavaScript, Swift, Objective-C, Python, SQL
Frontend: React, Next.js, Vite, TanStack Query, Zustand, Tailwind CSS, Storybook, UIKit, SwiftUI
Backend & Data: Node.js, FastAPI, Supabase, PostgreSQL, DynamoDB, REST, Web3.js, Ethers
Tooling & AI: OpenAI Agents SDK, MCP, ChatKit, LLM integration, Stripe, PostHog, Auth0, GitHub Actions, CI/CD, Cypress, Vitest, Jest, Git, Docker, Figma

EXPERIENCE

Full Stack Engineer
Apr 2025 – Present

SpecCheck

- Built the Stock Lens Ordering Portal, from catalog browse and a SKU power grid to Stripe checkout, with a cart that handles concurrent edits using optimistic updates, per-item mutation scopes, and If-Unmodified-Since checks.
- Built an AI Rx-ordering assistant across the stack, a multi-agent system on OpenAI's Agents SDK with tools exposed through an Auth0-scoped MCP layer, wired into a ChatKit frontend with role-scoped, multi-tenant context.
- Migrated live support chat from Intercom to Sendbird, building a custom chat UI, a Lexical rich text editor, and canned-response macros so lab staff could handle support in-platform instead of through a third-party widget.
- Cut CI time and release risk with sharded Cypress component tests on GitHub Actions, an affected-tests setup that runs only what a change touches, and a gated Vercel production deploy.

Full Stack Engineer
Sep 2022 – Apr 2025

Harpie

- Redesigned a Web3 security dashboard with the lead designer, moving to a mobile-first layout so core flows worked cleanly on small screens and engagement picked up after launch.
- Built a secure RPC-style layer to validate transactions and user identity end to end, making fraud-sensitive features auditable and harder to spoof.
- Added unit and automated coverage on high-risk paths so regressions surfaced in CI instead of production, making releases more predictable and cutting down on last-minute firefighting.

Software Engineer
Aug 2021 – Sep 2022

RevBoss

- Wired machine learning into the lead qualification pipeline so scoring and routing improved over time and account managers spent less time vetting inbound leads.
- Tuned SQL and refactored slow paths so pages held up under real load, then led a migration of legacy code onto a modern stack so shared areas were safer to change.

iOS Engineer (Swift, Objective-C)
Dec 2020 – Aug 2021

FanDuel

- Built a native wrapper and shared mobile patterns for auth, navigation, and hosting that new surfaces could reuse instead of rebuilding each time.
- Shipped accessibility work across core betting and account flows, including dynamic type, VoiceOver, and contrast, so the app stayed usable for customers on assistive tech or non-default display settings.

Frontend Engineer
Oct 2019 – Dec 2020

FanDuel

- Owned a TypeScript component library documented in Storybook so multiple product lines shared the same primitives instead of rebuilding controls in isolation.
- Integrated REST and partner APIs with attention to caching and pagination, trimming redundant round-trips when several data sources loaded at once.

EDUCATION & CERTIFICATIONS

B.S. Public Health, University of Florida, 2019 · Flatiron School, Software Engineering, 2019
Certifications: iOS & Swift (Kodeco), Blockchain Developer (Udacity), Practical Deep Learning (fast.ai)