

Gina Krieb

Senior Software Engineer

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Senior Software Engineer who builds user-centered systems while being explicit about technical tradeoffs. I help teams move faster by making risks visible, designing for extension, and optimizing for long-term leverage. Once a direction is chosen, I drive it forward with focus and accountability, helping teams ship high-quality, durable outcomes.

WORK EXPERIENCE

Senior Software Engineer, Full Stack

December 2023 – Present

Teachable, Remote

- Eliminated critical page failures and reduced load times by up to **90%**, restoring reliability for high-traffic workflows.
- Designed and led a **denormalized read model** for the student product catalog, replacing a query-heavy legacy schema.
- Reduced database query volume by **90%+**, removing N+1 patterns and improving scalability.
- Planned and executed the new **student dashboard**, owning technical design and delivery.
- Built data-driven benchmarks to guide architecture decisions and reduce performance risk.
- Contributed to hiring through interviews, candidate evaluation, and technical assessments.

Senior Software Engineer, Full Stack

August 2021 – January 2023

Screencastify, Remote

- Promoted to Senior Software Engineer in under one year for consistently exceeding performance expectations.
- Led planning and delivery of an **SSO / authentication initiative** that enabled contract renewal for the company's largest customer, serving **565,000+ students**.
- Defined and enforced engineering best practices to improve code quality and long-term maintainability.
- Initiated and led an **accessibility audit**, producing actionable recommendations adopted across teams.
- Mentored engineers through code reviews, feedback, and ongoing technical guidance.
- Interviewed and evaluated engineering candidates.

Software Engineer, Full Stack

October 2020 - August 2021

Screencastify, Remote

- Built and maintained features across **EdTech SaaS products** used by **1M+ users**.
- Led technical planning and implementation of new product features across a **Chrome extension and web application**, including viewer analytics and interactive questions.
- Shipped high-impact features that increased user engagement and product adoption.
- Collaborated closely with product, design, and support teams in a fully remote environment.

Lead Software Engineer

July 2015 – October 2019

SnapMobile, Chicago, IL

- First engineering hire; built full-stack web and mobile applications from the ground up.
- Delivered **25+ production applications** for clients ranging from startups to large enterprises.
- Led and scaled a team of **5 engineers**, owning onboarding and mentorship.
- Supported live applications and shipped regular releases to the **Apple App Store** and **Google Play Store**.
- Ran 1:1s and organized tech talks to support career growth and raise technical standards.

EDUCATION

Dev Bootcamp, Chicago, IL

Web Development

Roosevelt University, Chicago, IL

Graduate Work — Clinical Psychology

University of Iowa, Iowa City, IA

Bachelor of Arts — Communication Studies (Television & Film Production)

Bachelor of Arts — Psychology

TECHNICAL SKILLS

Languages: Ruby, TypeScript, JavaScript, SQL

Backend: Ruby on Rails, Node.js, Express, Postgres, REST APIs

Frontend: React, Next.js, Tailwind

Performance: Query optimization, denormalization, instrumentation

Practices: Technical planning, system design, accessibility, code review