

Paige Williams

Software engineer



Portland, OR



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Skills

Languages: JavaScript, TypeScript, HTML, CSS, Python, GraphQL

Frameworks / libraries: React, Redux, Next.js, Node.js, Django,

Data visualization: D3, Visx

Styling: Tailwind, Styled-components, CSS Modules

Infrastructure: Docker, Kubernetes, Terraform, OpenTofu, AWS, GCP, Vercel, Github Actions, CircleCI, Sentry

Data engineering: Apache Beam, Apache Airflow, Google Cloud Composer, Dataflow, Cloud Run Jobs and Services, Pub/Sub

Experience

Ecotrust

SENIOR SOFTWARE ENGINEER: SEPT 2025 - PRESENT

- Develop features in Django applications based on contractual requirements while balancing budget constraints, engineering best practices and reducing technical debt.
- Establish CI/CD for legacy applications using AWS, Docker, OpenTofu and Github Actions.
- Lead user research on an Indigenous Knowledge Database with tribal partners. User research process included conducting interviews, synthesizing feedback, crafting feature recommendations, and presenting findings to stakeholders.
- Introduced Agile processes to software team, and facilitate sprint planning and retrospective meetings.
- Collaborate with GIS contractors on integrating Django application with a PostGIS database with ArcPro and QGIS.

Aclima

FRONT END LEAD / FULL STACK ENGINEER: OCT 2022 - SEPT 2025

- Write Python scripts for isolated tasks, such as requesting, formatting and writing 3rd party data to a Postgres database or running SQL queries. Deployed to Cloud Run, on a schedule, with alerting to Slack channels.
- Contribute to Apache Beam (streaming and batch) pipeline and Apache Airflow DAGs processing millions of air quality sensor readings.
- Debug and implement solutions for performance bottlenecks in batch processing pipeline.
- Helped implement TimescaleDB database to accelerate data quality operations through the use of continuous aggregates.
- Migrate a tile server from Google Cloud Platform (GCP) to AWS. The tileserver was built with Postgres, Kubernetes, Docker, and Terraform.
- Software design and development of data pipeline in Python in GCP.
- Technical lead on a map-centric web application for a statewide initiative. Duties included scoping features, architecture design, and full stack development using React, Next.js, and TypeScript.
- Collaborate with other engineering leads on quarterly planning and ongoing initiatives.
- Conduct weekly 1:1's with two direct reports.
- Serve as the hiring manager for a front end engineering manager.

UI ENGINEER: MARCH 2020 - OCT 2022

- Build and maintain geospatial web applications using React, Redux, Next.js, Mapbox and Deck.gl.
- Develop performant and meaningful data visualization of large datasets using D3 and Visx.

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Skills cont.

Databases: MySQL, Postgres, PostGIS, TimescaleDB

GIS: QGIS, ogr2ogr, Mapbox/MapLibre, ArcGIS

Testing: Jest, React Testing Library, pytest, unittest

- Lead migration of flagship product from JavaScript to TypeScript.
- Conduct and manage QA cycles across the entire company to ensure successful launches.
- Advocate for and find ways to address technical debt while delivering product-driven features.
- Write technical documentation, especially when working on complex problems that require multiple stakeholders input.
- Pair with designers and product managers to find compromises between delightful designs and engineering feasibility.

moovel

INTERN AND JUNIOR SOFTWARE ENGINEER: MAY 2019 - JANUARY 2020

- Developed full stack features, using React, Redux, REST in a Node.js service, and MySQL and Postgres databases.
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Education

Epicodus / Certificate in Web Development

OCT 2018 - MAY 2019, PORTLAND, OR

Learned Ruby, JavaScript and React through pair-programming.

Cal Poly Humboldt / B. A. Environmental Studies with a minor in Geospatial Studies, Cum Laude

SEPT 2012 - MAY 2016, ARCATA, CA