Lottie Carr
Software Engineer

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About

Full-stack engineer with **3 years of experience**, looking to apply skills and develop further in a stable, progressive environment. **Detail-oriented** and **highly communicative**, with a **friendly**, **collaborative** approach and ability to build strong relationships while delivering **high-quality, accurate** work. Thrives in **multi-disciplinary roles** and **cross-functional teams**, contributing to the **design** and **implementation** of impactful solutions using **AI** and **cloud technologies**.

Experience

Associate Software Development Engineer at **Publicis Sapient | Sep 2022 – Present**

> Content Specialist for **Financial Services Client | Jan 2025 - Present |** Delivered personalised digital marketing content across web and mobile channels using **AEM, Adobe Target** and **RTIM**. Collaborated with **cross-functional teams** to optimise campaigns through **data insights** and A/B testing, ensuring high-quality, relevant customer experiences.

> Front-End Developer for **PS SalesMate | Apr 2024 – Dec 2025 |** Developed an **accessible** UI using **HTML**, **CSS**, **JavaScript**, **React** & **Chakra UI** based on designs created in **Figma,** managing the repo on **BitBucket** using **Git.** Connected senior consultants to expand the PS collective network, increasing sales. Facilitated **user testing** with **senior client partners**, later communicating findings and decisions to **stakeholders**.

> nCino Salesforce Engineer for **Financial Services Client | Jan 2024 - Apr 2024 |** Developed a **highly customised** loan management solution for 1 of the **3 largest UK banks**, as an internal tool to be used by large teams of employees. Clarified requirements with stakeholders, **communicating** decisions and resolving disputes. Implemented bug fixes using **SQL**, **HTML** & configuration, following user stories provided.

> Tech Lead for **Solar System | Mar 2023 - Dec 2023 |** Built an internal platform using the **MERN tech stack** to increase connection and collaboration across work streams on our **largest account**. **Designed, developed** and **marketed** the platform, communicating with **senior leadership** and **managing** the team of contributors. Connected over **1300** users, increasing weekly meeting attendance by **150%.**

> Tech Lead for **Building Blocks | Nov 2022 - Jun 2023 |** Applied knowledge on game design principles and human-computer interaction, building games using **C#** and **Unity,** managing the repo using **GitHub.** Led weekly meetings, managed the engineering team and communicated with stakeholders.

Future Mobility Digital Intern at **Siemens Mobility Intelligent Traffic Systems | Sep 2020 – Sep 2021**

> Collaborated in an Agile framework in the **Innovation** team using **Azure DevOps** and **GitLabs** daily to manage tasks to maximise efficiency and streamline teamwork. Researched new technologies, developed **Python** code that gathered data from sensors to process using **AWS**, and reported findings back to team with **engaging presentations**. Participated in outreach and **social value** projects such as creating a dynamic traffic light display.

Community Involvement

Board of Directors Member for **enABLE | May 2023 - Present**
> Advocated for the **disabled community** at **Publicis Groupe** by providing support and signposting resources through **writing articles** to raise awareness and drive initiatives that enhance the well-being of disabled community members, promoting **accessibility** and **inclusion**.

Google TechMakers Talk for **International Women's Day | Apr 2023**
> Gave a Podcast-style talk at **Google** alongside graduate peers, discussing the struggles we've faced as female engineers in a male dominated industry throughout our lives.

Women in Tech Society Committee Chair | 2019 - 2020
> Organised a **Women in Technology Conference** for Ada Lovelace Day 2019 with speakers from industry, and hosted the second annual **Women's Hackathon** at the University of Bath.

Python Instructor for **Code First for Girls | Sep 2019**
> Practised **problem-solving** and **communication** skills addressing technical complications encountered and answering questions, and effectively managed my time to ensure all content was covered.

Education

BSc Computer Science with **Year Long Work Placement, First Class Honors | University of Bath, 2018 - 2022**

Dissertation : **Serious Game** for Teaching First Order Logic - **80%**
> Built in **C#**, First Order Platformer aims to support students in learning first-order logic. The game was designed to improve on existing resources by offering structured level progression and being freely accessible online, aimed at individuals with little prior knowledge. User testing, with **30 participants**, showed a **learning gain of 80%** and feedback highlighted the game's **enjoyment, engagement,** and **intuitiveness**. Further analysis of feedback revealed **improvements** that could be made to further enhance the **teaching efficacy** of the game.

Human Computer Interaction - **83%** | Fundamentals of Machine Learning - **82%** | Safety Critical Systems - **78%** | Humans & Intelligent Machines - **75%**

Technical / Transferable Skills

> Well versed in digital marketing tools such as **AEM, Adobe Target & RTIM.**
> Practised in quality assurance and data gathering techniques, including **A/B testing.**
> Experience in front-end web development using **Chakra, Figma, JavaScript, Next, Node, React & TypeScript**
> Knowledgable in game design using **C# & Unity.**
> Utilised version control tools in all technical projects, such as **Git, GitHub & BitBucket.**
> Well versed in project management tools **JIRA, Confluence & Trello.**
> Extensively proficient with **Microsoft Office,** including **Excel for data processing.**

Certifications

nCino 301 Commercial Banking Configuration | **Feb 2024**

MongoDB SI Associate | **May 2024**

Microsoft Azure Cloud Fundamentals | **Aug 2023**