

TERESA IBARRA

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EXPERIENCE

Metropolitan Transportation Authority - Sr. Software Engineer *New York, NY | Sep 2024 - Current*

- Developing major user-facing features for TrainTime, including fare validity and UX improvements, while collaborating on key design and product decisions for >2 million active users on a two-person team
- Designed and implemented a high-performance interactive subway map using bespoke Mapbox logic, which serves as a core component of the overall design and user flow for the upcoming MTA mobile application
- Conducted accessibility research (including in-depth interviews and first-of-its-kind in-system field research); produced organization-wide guidelines and recommendations for MTA digital touchpoints

Recurse Center (professional sabbatical) - Participant *New York, NY | Feb - May 2024*

- [Analyzing my texts](#): Visualized 80k text messages using NLP techniques in Python and Observable Plot; streamlined text extraction & data preparation, trained ML models, and ensured easy replication [via GitHub](#)
- [To The Beat](#): Developed generative techno program that synchronizes music with live heart rate data, using Python for data retrieval, processing, and OSC transmission to Max/MSP for real-time beat matching

Datadog - Software Engineer *New York, NY | Oct 2020 - Dec 2023*

- Led planning and implementation of cost visualization and projection features, achieving ~\$5M in additional ARR; significantly refactored data model to support and scale complex billing scenarios
- Led development of novel product specification interface; conducted user research, designed wireframes, and implemented a high-fidelity React prototype to streamline operations and accelerate market readiness
- Maintained and refactored legacy TypeScript & Python code with focus on UX and security optimizations
- Mentored interns and new hires on best practices, provided career guidance, and performed code reviews

Industrial Light & Magic - Software Engineering Intern	<i>San Francisco, CA 2019</i>
CircleCI - Software Engineering Intern	<i>San Francisco, CA 2018</i>
Stitch Fix - Software Development Intern	<i>San Francisco, CA 2017</i>
IBM Design - Software Design Intern	<i>Austin, TX 2016</i>
Slack - Software Engineering Intern	<i>San Francisco, CA 2016</i>
Bloomberg L.P. - Software Development Intern	<i>San Francisco, CA 2015</i>

EDUCATION

Harvey Mudd College - B.S. in Computer Science *Claremont, CA | 2015 - 2020*

- Graduation with Distinction, concentration in artificial intelligence and machine learning

PROJECTS

Asset Browser for Paramount Animation - Engineer *Claremont, CA | Sep 2019 - May 2020*

- Performed extensive user research to design prototype for internal asset browsing & management system
- Winner of Harvey Mudd Computer Science Clinic Team award for outstanding performance and service

[Interpreting auditory attention in BCI EEG data with ML techniques](#) *Claremont, CA | 2019*

[Procedural generation of short ballet routines](#) *Claremont, CA | 2019*

[Neurally-generated lyric-based music recommendations](#) *Claremont, CA | 2019*