

Ava Nunes

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EDUCATION

University of Washington, Paul G. Allen School of Computer Science

Sept 2023 – June 2027

Bachelor of Science in Computer Science, Minor in History

Seattle, WA

Relevant Coursework: Data Structures & Algorithms, Software Design & Implementation, Systems Programming, Data Visualization

Awards: 7x Dean's List recipient

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Java, C, C++, Python, SQL, HTML, CSS, Dart, Flutter

Frameworks & Tools: Next.js, React.js, React Native, Bootstrap, Git, Vercel, Sanity, Expo, MongoDB, Firebase

WORK EXPERIENCE

Software Developer

Jan 2026 – Present

Eat Together | React Native, TypeScript, Firebase, Expo Go

Seattle, WA

- Enhancing a React Native meal-sharing app used by 550+ students, modernizing chat infrastructure, implementing new UI prototypes, refining Firebase schemas, and ensuring compatibility across SDK migrations

Coding Officer

Sept 2025 – Present

Web Impact UW | Next.js, React.js, REST APIs, MongoDB, Tailwind CSS

Seattle, WA

- Delivering weekly workshops on web development fundamentals in Next.js and JavaScript, as well as covering topics including React, Bootstrap, REST APIs, MongoDB, and Git

Website Team Lead

Jan 2025 - Jan 2026

Sensors, Energy, & Automation Laboratory | Next.js, Google Apps Script, Firebase, WordPress

Seattle, WA

- Led a team in writing academic papers and developing the lab's productivity software, websites, and other software projects
- Redesigned laboratory dashboard UI serving 300+ engineers, improving task completion time by **73%** and achieving **99%** task success rate compared to **57%** with the previous dashboard system
- Developed novel Custom GPTs to improve lab processes, increased new member lab onboarding and task completion by **65%** with text generated by the model resulting in **97%** "human"

Software Engineer Intern

June 2025 - Oct 2025

narb | TypeScript, Next.js, React, React Native, Figma, Expo Go

Remote

- Developed key frontend features for nHabit's mobile and web app that streamline user experience for geolocation-based habit tracking by building modular, responsive interfaces in React Native with Expo Go and in Next.js with TypeScript
- Enhanced performance and maintainability of mobile UI reducing screen load times by **30%** by refactoring navigation flow with React Navigation and implementing reusable components with shared state
- Improved user engagement by designing dynamic progress visualizations and interactive map screens using react-native-maps and custom animated components

CSE 190B Teaching Assistant

Sept 2024 – Dec 2024

Paul G. Allen School of Computer Science & Engineering | Undergraduate teaching

Seattle, WA

- Focused on a group of 30 computer science students from a direct-admit class of 320+
- Prepared and provided activities focusing on academic success, career preparation, and personal growth in computer science

PROJECTS

Vynl | React Native, Expo Go, TypeScript, Supabase, Jest, Spotify API

- Designed and built REST API endpoints handling playlist creation, retrieval, editing, and export functionality
- Built a music recommendation engine that computes similarity scores using external APIs such as Spotify, Last.fm, and iTunes
- Implemented backend logic for hosting, joining, and managing active, multi-user "Party Mode" sessions, including session state handling, member tracking, and secure session locking

PathPal – 2025 NarbHacks | TypeScript, React, React Native, Convex, Leaflet

- Developed a cross-platform social application using Next.js, and React Native, enabling seamless path creation for web and mobile users
- Created a real-time backend with Convex to implement secure, scalable APIs for user authentication and location tracking
- Integrated Leaflet to provide dynamic mapping functionality, supporting features like location display and path visualization