

CELINE HADDAD

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EXPERIENCE

DEVOPS ENGINEER

Unity Technologies

Nov 2019 – Feb 2024

Remote, Framingham, MA

- Developed and established Unity's first customer-facing documentation web app docs.unity.com ground up, enhancing developer efficiency and providing enterprise customers and technical writers with essential, analytics-driven documentation.
- Designed and implemented Unity's central internal documentation web app docs.internal.unity.com ground up, improving developer workflow efficiency and equipping devs and technical writers with essential, analytics-driven documentation.
- Developed CI/CD pipelines, automating tests and deployments and reducing build times from hours to a few minutes. Accelerated pipeline efficiency; cut deployment delays from days to minutes. Implemented cloud services and infrastructure.
- Designed, developed, and maintained web applications and internal tools, enhancing engineer productivity and collaboration.
- Designed logos, graphics, and videos for internally developed tools, adding a valuable skill set to my team.
- Conducted audio testing for Vivox, Unity's voice communication software, ensuring optimal voice quality product analysis, video production, and performance testing, while maintaining test devices and diagnosing build errors.

CO-FOUNDER, WEB & GRAPHIC DESIGNER

Water When Dry

May 2022 – Present

Remote

- Co-founded the company, a streetwear fashion brand, designing and developing the brand identity and marketing materials.
- Created custom graphics and animations for media and apparel, and designed clothing while working with manufacturers.

WEB DEVELOPER & GRAPHIC DESIGNER

Freelance, Fanspark, & Leah Kirsch

Sep 2013 – Jan 2020

New York, NY; Boston, MA

- Developed websites, designed static and animated graphics for digital and print media.
- Created and maintained online presence for businesses and individual establishments.
- Created assets for social media, advertising campaigns, and branding.

EDUCATION

NEW YORK UNIVERSITY

Steinhardt

New York, New York

Graduated: May 2017

Bachelors of Music: Music Performance | Minor in Web Programming, Design, and Applications

SKILLS

DEVELOPMENT & DEVOPS:

Frontend: TypeScript, JavaScript, React, Next.js, HTML, CSS, Tailwind CSS, ContentLayer, Storybook, Three.js, React Three Fiber R3F, React Drei, Cypress, Jest

Backend: REST API, GraphQL, Google Analytics, Heap, Amplitude

DevOps: Kubernetes, GitHub Actions, Google Cloud Platform, Bash, YAML, Docker, Helm, Harness, Jenkins, AWS, Terraform

DESIGN & CREATIVE SOFTWARE: Visual Studio Code, Figma, Adobe Creative Suite [Illustrator, Photoshop, InDesign, Lightroom, After Effects, Premiere], Unity, Finale, Logic, Ableton

LANGUAGES: English, Arabic, French (Intermediate)

ADDITIONAL SKILLS: Music Performance: Flute, Piano – Solo performances, Orchestras, Wind and Jazz Ensembles, Wind Quintets
Audio Engineering: Proficient with live audio technical equipment including soundboards, microphones, amplifiers

PUBLICATIONS & CERTIFICATIONS

- Featured with an interview in Harness' blog as the monthly Women of DevOps in May 2022
- React.js Essential Training - LinkedIn Learning(LL) July 2022
- Building a GraphQL Project with React - LL August 2022
- TypeScript Essential Training - LL - August 2022