

# Gizy Michel

[Software Engineer](#)

Port Saint Lucie, FL

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A Software Engineer specializing for over a year in React, Next.js, TypeScript, and modern frontend development. Passionate about building responsive, accessible, and scalable web applications using clean coding practices and modern UI/UX principles. Experienced in API integrations, state management, animations, performance optimization, and AI-driven user interfaces. Enthusiastic about frontend to value maintainable code, accessibility standards, and continuous learning — always improving, always building, and always focused on delivering user-centered solutions.

## Professional Experience

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[Skinstric AI](#)

[Remote | December 2025 - January 2026](#)

### Frontend Engineer

- Architected real-time skin analysis platform using OpenAI Vision API and React.js, achieving 98% detection accuracy across diverse skin conditions
- Developed responsive UI with CSS and GSAP animations, implementing dynamic skincare recommendation cards with 60% improved engagement
- Optimized performance using React Components and Lottie animations, achieving sub-2-second analysis time for skin condition detection
- Built custom animation system using GSAP timeline for seamless user experience during skin analysis processing, increasing user retention by 40%
- Designed modular component library with CSS for skincare product displays, enabling rapid A/B testing of recommendation layouts
- Implemented efficient image processing pipeline combining OpenAI Vision API with 4D Mini model for enhanced accuracy in skin tone and texture analysis

[Frontend Simplified](#)

[Remote | December 2024 - present](#)

### Frontend Developer Intern

- Transformed static web elements into dynamic components that fetch data from multiple APIs, ensuring responsiveness and scalability.
- Leveraged Node.js libraries such as Axios, Owl Carousel, and Animate on Scroll to enhance UI features and functionality, resulting in a smoother user experience and higher engagement.
- Managed version control through GitHub using branches and pull requests for each module, promoting organized and efficient code management.
- Collaborated with team members to identify and resolve technical and logistical challenges, improving overall workflow and team productivity.
- Applied CI/CD concepts through GitHub Actions.
- Practiced UI consistency and reusability through modular component design.

## Projects (personal)

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[Search API Project: React App | GizyM/Movie-API-React](#)

- Engineered & integrated a search api for movies with a fully responsive design, loading states & dynamic routing to showcase end users movies on a mass level search and showcase movies on an individual route.

[Library React Project: React App | GizyM/Library-React](#)

- A book e-commerce store website featuring dynamic page navigation with React Router, product sorting functionality, and a cart that updates automatically.

[Netflix Clone: Netflix Clone | GizyM/netflix-clone](#)

- Designed and implemented a search API for movies, anime, and more, featuring a fully responsive UI, smooth loading states, and dynamic routing. Enabled large-scale content discovery through global search while providing detailed, individual routes to showcase each title within a Netflix-style application.

#### [NFT Internship: Ultraverse](#) | [GizyM/Gizy-Internship: NFT Marketplace Internship](#)

- A static website turned into a dynamic application using Node.js libraries including Axios, Owl Carousel, and Animate on Scroll. Managed version control through GitHub by utilizing branches and pull requests.

#### [Treact Project: Final Project](#) | [GizyM/Treact-Project](#)

- Developed a high-fidelity landing page clone, faithfully reproducing assets, animations, interactivity, and responsive design.

#### [Skinstric AI Project: React App](#) | [GizyM/Skinstric-AI](#)

- Built using React with standard CSS for styling and React Icons for visual elements, enhanced with GSAP and Lottie for animations and Three.js for 3D visuals. Integrated APIs for form submission, weather data, and AI-driven skin analysis, ensuring accessibility, responsiveness, and optimal performance.

### Technical Skills

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**Programming Languages:** TypeScript, JavaScript, HTML5, CSS3

**Frameworks & Libraries:** React, Vite, Next.js, Redux, React Hooks, Tailwind CSS, Styled Components, Material UI, Framer Motion

**State & Data:** REST APIs, Axios, Supabase, Firebase, Cloud Firestore

**Tools & Platforms:** Git, GitHub, GitHub Actions (CI/CD), Visual Studio Code, Vercel, ESLint, Figma, Google Analytics

**Backend & Integration:** Node.js, Stripe (Payment Processing), Web Services API, Jest, Testing Library

**Other:** Responsive & Accessible Web Development, UI/UX Design, Dynamic Routing, Performance Optimization, AI Integration

### Education:

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Frontend Simplified Bootcamp | [Certificate](#)      [December 2024 - present](#)

Herzing University | Bachelor of Science in Legal Studies      [September 2023 – December 2025](#)

Kennesaw State University | Bachelor of Science in Criminal Justice      [January 2020 – December 2022](#)

Georgia Highlands College | Associate of Science in Criminal Justice      [August 2017 – December 2019](#)

### Interests:

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UI/UX refinement and animation systems, games, anime, traveling, experimenting with new frameworks/tools, a nice cold brew, hotpots.