Afton Gauntlett Frontend Engineer

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I started as a developer obsessed with pixel-perfect UI and grew into an engineer who can guide migrations, shape design systems, and contribute to team growth through mentoring and collaboration. With 5+ years of experience, I've modernized Angular/Node.js apps into React/Flask platforms, introduced scalable component libraries, and earned Platinum recognition for design quality.

PROFESSIONAL EXPERIENCE

Booz Allen Hamilton

Lead Engineer

Mar 2023 – May 2025 | Hybrid

- Directed frontend architecture across multiple **React** apps, establishing reusable **Storybook** components and a multi-theme design system that unified team outputs, streamlined **Git** workflows, and accelerated onboarding through active mentorship.
- Developed a TurboTax-style stepper portal that **secured client buy-in**, set new UI benchmarks adopted across projects, and earned recognition to represent the team at **AWS re:Invent**.
- Engineered a secure, air-gapped **LLM chatbot** with custom automation scripts, enabling safe **Al** assistance within strict client environments while boosting developer efficiency.

Software Engineer

Mar 2022 – Mar 2023 | Hybrid

- Refactored enterprise applications from **Angular/Node.js** into a single **React/Flask** framework, making it easier for new developers to onboard, encouraging modern coding practices, and improving accessibility with reusable components.
- Secured **Figma** adoption, built design templates/workflows and trained teammates to streamline collaboration and ensure **WCAG/508** compliance.

Gauntlet Designs, Founder & Developer (Freelance) ☐

Jul 2020 – Jan 2025 | Herndon, VA

- Delivered over 10 production web apps for small businesses and nonprofits, managing projects end-to-end from scope to deployment on **Vercel** and **Firebase**.
- Developed an employee portal and fundraiser scheduler for Potomac Dining (**\$300M franchise**), still in active use after 5 years.
- Built scalable frontends with **React**, **Next.js**, and **Vue**, supported by custom reusable design systems.

IronClad, UI Developer

Jan 2022 – Mar 2022 | Remote

- Created **Figma** wireframes and UI documentation that shaped the **React** architecture for Defense Intelligence Agency (DIA)
- Partnered with engineers to define component standards and prototyped reusable UI modules for long-term maintainability.

Global Dimensions, Front-End Developer

Aug 2021 – Jan 2022 | Springfield, VA

- Built geospatial interfaces with **Vue/Vuetify**, including a **scroll-driven interactive rocket timeline** enhanced with **GSAP animations** and pixel-perfect motion design.
- Integrated animations and UI flows prototyped in **Adobe After Effects and XD**, adapting them into performant, accessible components within Vuetify's constraints.

SKILLS

Frontend	UI & Design	Quality & Testing	Tooling & Workflows
React.js / Next.js	Figma	Section 508 / WCAG	Agile / Scrum
TypeScript	Adobe XD	ARIA	Version Control (Git)
JavaScript (ES6+)	Storybook	JAWS	Wireframing
HTML5	GSAP	Jest (Unit Testing)	API Integration
CSS3/SCSS	Framer Motion	CI/CD (Vercel,	DX Advocacy
Tailwind CSS	Three.js	Firebase)	Prompt Engineering

EDUCATION

Web Development, George Washington University	2020 – 2020 Arlington, VA
Security+ Certification, CompTIA 🗹	2022 – Active Reston, VA
User Experience Design Certificate, General Assembly	2022 – 2022 Remote

AWARDS

Platinum Award, Booz Allen Hamilton	2022
Led redesign of flagship app, boosting engagement and reducing frontend bugs.	

Gold Award, Booz Allen Hamilton 2023

Iterated design concepts that secured stakeholder buy-in, contributing to a multi-year contract.

Gold Award, Booz Allen Hamilton 2024

Built internal registration platform with dynamic scheduling for 100+ attendees.

PROJECTS & VOLUNTEER

Potomac Family Dining 2

Enterprise employee portal and career system for \$300M franchise, built with Vue.js, Firebase, and responsive HTML/CSS.

React Portfolio

Accessible portfolio + component library with React 19, Vite, Tailwind CSS, Framer Motion, and Copilot Pro+.

JS13k Game Demo 🛮

Browser game for JS13k competition, engineered under 13KB with HTML/CSS/JS/Vite and optimized using Terser & Rollup.

MAGFest 🛮

TechOps Manager (2010–2020) for 20k+ attendee gaming festival; coordinated A/V and built event websites.