

Afton Gauntlett,

Frontend Developer

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SUMMARY

Frontend Developer with **5+ years** of experience leading UI work on large, production platforms. I've owned frontend architecture, guided interface decisions, and shipped complex applications used across distributed teams. My background spans enterprise systems and custom products, with a consistent focus on interface quality that holds up as software scales.

EXPERIENCE

Booz Allen Hamilton, Lead Engineer

03/2023 - 05/2025

- Led frontend architecture for multiple production applications, introducing Storybook and shared frontend patterns that improved consistency and reduced redundant UI work as systems scaled.
- Designed and delivered a stepper-driven data portal to replace a manual Excel and email process, streamlining a previously error-prone workflow, reducing support tickets, and strengthening the proposal against competing bids on a high-value contract.
- Worked with stakeholders and designers early in the process, using Figma-based workflows and lightweight prototypes to shape interaction and layout decisions before writing large amounts of code.
- Built frontend interfaces and internal tooling for a secure LLM-powered chatbot, and authored workflows that enabled the team to use it for code assistance under compliance constraints.

Booz Allen Hamilton, Software Engineer

03/2022 - 03/2023

- Rebuilt and modernized large frontend surfaces by migrating legacy Angular-based interfaces to React, improving structure, readability, and long-term maintainability.
- Implemented complex dashboard views and workflow-driven UIs by integrating backend APIs into custom frontend components rather than relying on embedded third-party tools.
- Partnered with designers and product stakeholders to translate early concepts into production-ready interfaces, refining layouts and interaction behavior as requirements evolved.

Gauntlet Designs, Founder

01/2020 - 01/2025

- Delivered custom frontend work for small businesses and nonprofits, owning UI design decisions, frontend implementation, and deployment across a range of project scopes.
- Designed and built a long-running internal platform for a large restaurant franchise, supporting employee workflows and event scheduling and remaining in active use years after launch.
- Built accessible, responsive interfaces using modern frontend frameworks, balancing polish with maintainability and clear documentation for future handoff.

IronClad, *UI Developer*

01/2022 - 03/2022

- Produced wireframes and interaction flows that clarified UI requirements and helped establish the initial frontend structure before full implementation.
- Worked closely with engineers to translate design intent into reusable component patterns, contributing early Storybook examples in TypeScript to guide consistent development.
- Helped align design and engineering expectations by documenting layout decisions and interaction behavior, reducing ambiguity as the project moved into build phases.

Global Dimensions, *Web Developer*

08/2021 - 01/2022

- Built data-heavy geospatial interfaces using Vue and Vuetify, supporting analyst workflows that relied on clear hierarchy and predictable interaction patterns.
- Implemented scroll-driven and timeline-based interactions using GSAP, translating motion concepts into performant frontend behavior within strict layout constraints.
- Converted existing animation and interaction concepts into accessible Vue components, balancing visual intent with usability and performance requirements.

EDUCATION

George Washington University,
Web Development Certification
2020

General Assembly,
User Experience Design
2022

CompTIA,
Security+ ([Active](#))
2022

SKILLS

Frontend & Engineering

HTML, CSS, JavaScript, TypeScript, React, Next.js, Vue, Angular, GSAP, Framer Motion, WCAG and Section 508

Tooling & Collaboration

Storybook, Figma, TanStack Query, Git, REST API integration, PostgreSQL, CI/CD workflows, testing workflows, AI-assisted development workflows

PROJECTS

NPC Finder

Private, dashboard-driven web platform built with React, TypeScript, and Supabase. I designed and iterated on the frontend with a focus on information hierarchy and interaction behavior, refining layouts and UI patterns as features evolved to keep the interface clear and predictable.

Bloop Museum

Retro-compatible museum website built with Eleventy and HTML 4.0 to run on real low-spec hardware, including Pentium-era machines using Netscape Navigator. I designed and implemented the UI under extreme technical constraints, making deliberate layout and interaction decisions without modern browser features.

Nyx Felis & Lampyris

Small interactive experience built with vanilla JavaScript, HTML, and Canvas for the JS13k competition. I explored timing and feedback through animation and sound, iterating directly in code to tune interaction behavior within a strict size and performance limit.