

# alecia **vogel**

— Senior Full-Stack Developer, Product Designer,  
UX Strategist, and Content Creator.

Coding aficionado since the age of 8, I bring over two decades of passion for web development and programming to the table. My philosophy revolves around human-centered design and collaboration, essential pillars that I believe contribute to a product's long-term success.

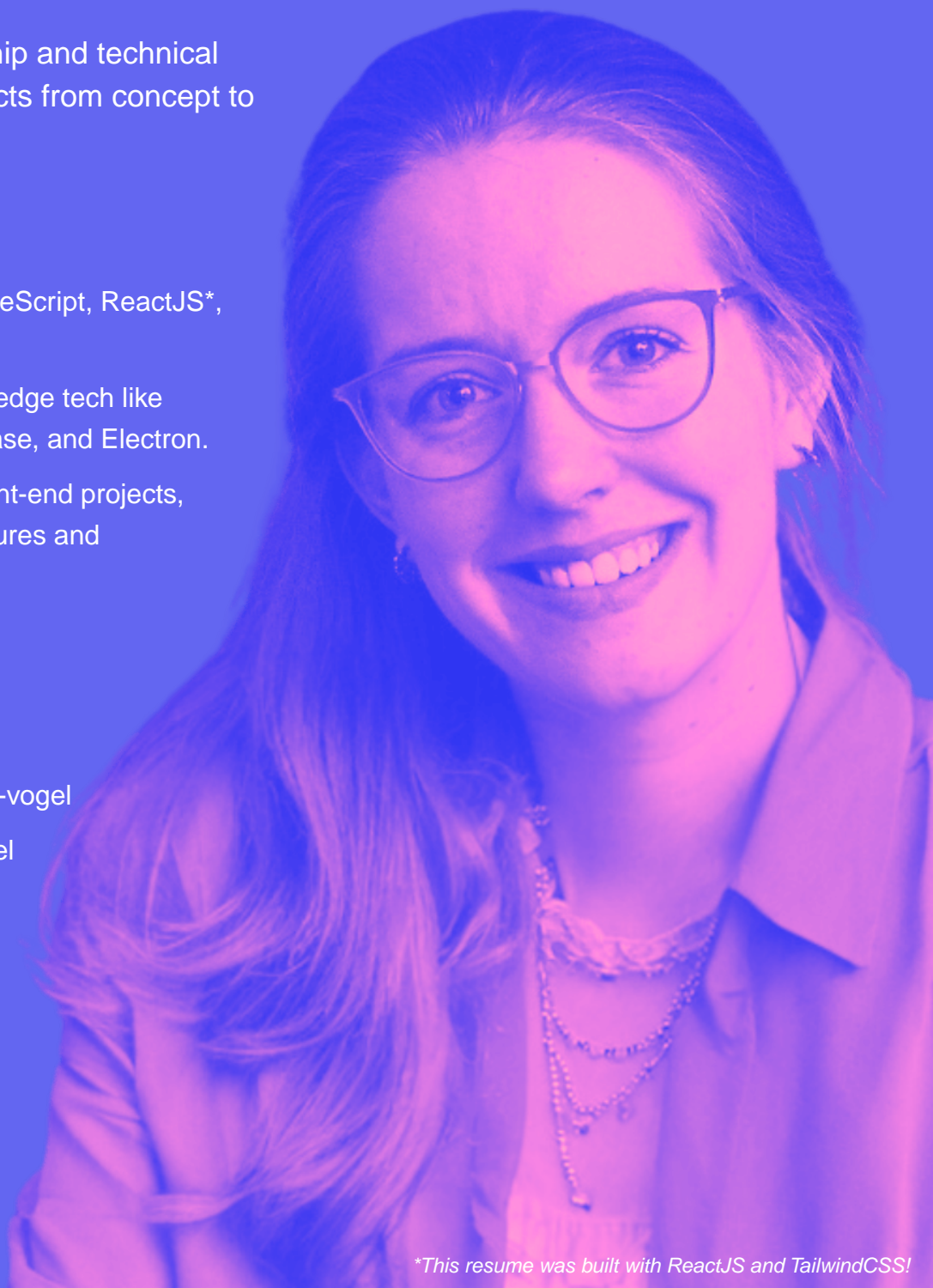
Skilled in both leadership and technical execution, I drive projects from concept to completion.

## Key Skills

- Strong proficiency in TypeScript, ReactJS\*, Python, and PHP.
- Experience with cutting-edge tech like NextJS, Supabase, Firebase, and Electron.
- Proven ability to lead front-end projects, including AI-powered features and data-driven dashboards.

## Get In Touch

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## Industry Experience

### Onlea

Edmonton, AB [Remote]

Sep 2022 - Sep 2023

#### Skills

PHP, TypeScript, ReactJS, ElectronJS, CapacitorJS, Python, Docker, SCORM, Git

### Senior Software Developer (LX)

- Customized SCORM package code to meet client needs, converted SCORM packages into mobile apps and executable software for offline access, and ensured compliance with W3C Accessibility guidelines.
- Transcribed a digital textbook built with rbook into an interactive Moodle Book module for a post-graduate finance course at the University of Alberta.
- Conducted client-facing demos and presentations, simplifying intricate software functionalities to ensure client understanding and promote effective usage.
- Co-led Onlea's first Google Design Sprint, resulting in a rapid prototype for an enhanced internal QA process.
- Experimented with photogrammetry techniques to bring cultural education to life in an e-learning setting. Captured multiple-angle photographs of a Métis artefact and successfully converted it into an interactive 3D model.
- Engineered a custom Docker development environment specifically tailored for the creation of bespoke Moodle plugins, incorporating Behat and PHPUnit for robust unit testing.

### Gather Town

San Francisco, CA [Remote]

May 2021 - Jun 2022

#### Skills

TypeScript, NodeJS, ReactJS, Firebase, Git

### Software Engineer (Mapmaker & Platform Tools)

- Orchestrated an overhaul of the internal customer service dashboard using TypeScript, ReactJS, Material UI, and Node. Collaborated with Customer Support and Art teams to achieve a 75% reduction in customer issue resolution times.
- Pioneered AI-powered gesture and cat facial detection in Gather's video chat, offering hands-free user interaction ahead of industry adoption.
- Architected and deployed a scalable paywall feature in Gather Town, implemented in TypeScript and Node. Dynamically controlled server access according to the volume of paid users, leading to triple the paid event bookings by customers.
- Participated in code reviews and pair programming sessions to ensure code quality and maintainability.

### Cybera Inc.

Edmonton, AB [Remote]

Nov 2018 - May 2021

#### Skills

TypeScript, JavaScript, ReactJS, Python, GoLang, PHP, Docker, Neo4J, PostgreSQL, Git

### Software Developer (Data Science)

- Led the front-end development of a \$1.2M socioeconomic project and built a data visualization platform powered by machine learning for the Alberta Government's Ministry of Labour.
- Conducted a specialized workshop for PhD candidates at the University of Alberta, providing in-depth instruction on leveraging Docker for Data Science projects.
- Consulted with the Communications team on the redesign and rebranding of the Cybera website.
- Executed a total code overhaul for Cybera's timesheet app, enhancing code readability, maintainability, and scalability.
- Collaborated with the Data Science team to develop, maintain, and support software applications to analyze large amounts of data.
- Facilitated usability tests to quantify and improve the user experience of proprietary Data Science tools.

## **Yardstick Assessment Strategies**

Edmonton, AB

Jun 2017 - Oct 2018

### **Skills**

Ruby on Rails, JavaScript, AngularJS, ThreeJS, Docker, PostgreSQL, MongoDB, Git

## **Full Stack Rails Developer**

- Maintained and improved Yardstick's high-stakes exam administration platform, Measure. Fixed a critical bug in the Measure platform that was causing a weekly crash of the production server due to the report generation feature.
- Refactored and redesigned the Proctor Portal interface to improve usability, accessibility, and overall efficiency of exam marking and scheduling.
- Led the creation of Yardstick's API documentation website, delving deep into the Ruby on Rails codebase to enumerate and detail all API endpoints, properties, and headers. Employed the Slate framework with Markdown for structure and design, and leveraged Postman for endpoint validation, ensuring robust and accessible documentation.

## **Yardstick Training**

Edmonton, AB

Jan 2017 - Jun 2017

### **Skills**

JavaScript, HTML5, CSS3, Git

## **E-learning Developer**

- Designed and developed bespoke eLearning solutions, including a 3D intoxicated boating simulator approved by Transport Canada.
- Refactored and debugged a legacy Vaccine Storage form for Alberta Health Services, ensuring cross-browser compatibility from Internet Explorer 8 to modern browsers like Google Chrome.
- Actively contributed to the open-source SCORM tool, Adapt, enhancing its functionality and broadening its community impact.
- Spearheaded the development of a SCORM-compliant course about disaster preparedness for the Government of Alberta by transforming instructional designers' plans into a fully-realized eLearning experience using the Adapt framework.

## **SOS Media Corp.**

Edmonton, AB

Aug 2016 - Nov 2016

### **Skills**

WordPress, JavaScript, PHP, MySQL, Git

## **WordPress Developer**

- Built feature-rich client websites from scratch, leveraging HTML, CSS, JavaScript, PHP, and various web development frameworks to deliver high-quality, scalable solutions. Managed and created bespoke WordPress themes and plugins, catering to unique client requirements and enhancing site functionality.
- Authored cross-platform code to ensure seamless user experiences across diverse web browsers and devices, optimizing performance and accessibility.
- Received Photoshop design mockups and meticulously translated them into fully functional, custom WordPress themes, ensuring high fidelity to the original visual design.
- Collaborated with clients to refine website specifications and requirements, delivering tailored solutions that aligned with business objectives.
- Authored one of SOS Media Corp's most-read blog articles, detailing the nuances of 'reactive,' 'responsive,' and 'interactive' design. Enhanced the article with custom JavaScript for interactive, browser-based learning, contributing to its high-traffic status and demonstrating my skills in technical writing and web development.

## **Red Deer College**

Red Deer, AB

Jul 2016

### **Skills**

Curriculum Development, Unity 3D, C#, Team Collaboration

## **Continuing Education Instructor (Game Design Camp)**

- Stepped in to redesign the entire Video Game Design camp curriculum within a week, transitioning from Project Spark to Unity 3D due to unexpected discontinuation of the former platform.
- Delivered a comprehensive educational experience, teaching computer programming fundamentals in C# including algorithms and data structures. Topics covered ranged from game design, story and character development, to advanced programming techniques like procedural generation.
- Devised a file-sharing solution to navigate Unity 3D's then-limited real-time collaboration features, enabling seamless team-based student projects.

### University of Lethbridge

Lethbridge, AB

Jun 2015 - Aug 2015

#### Skills

Curriculum Design, Robotics, MinecraftEDU, MIT Scratch, Python, Ruby

### Youth Technology Instructor

- Developed a one-of-a-kind, five-camp curriculum that empowered young minds to dive into robotics, microcomputers, and software development. Platforms leveraged include LEGO MindStorms and MinecraftEDU.
- Orchestrated a series of interactive lessons and games in computer science fundamentals, utilizing tools like MIT Scratch, Sonic Pi, and Python to make learning not just educational but also fun!

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## Other Professional Experience

### Clear Sky Radio Inc.

Lethbridge, AB

Jan 2013 - Mar 2014

#### Skills

Audio Engineering, Broadcasting, Sound Editing

### Audio Engineer & Live Sports Producer (WHL Hurricanes Radio Show)

- Oversaw operation of the audio board, guaranteeing listeners an impeccable auditory experience during live broadcasts.
- Quickly captured, edited, and prepared key hockey goals, ensuring their preparation for reappearance in post-game highlights.
- Diligently monitored studio sound equipment, making on-the-spot adjustments and troubleshooting to maintain uninterrupted and top-notch program quality.

### PR Broadcasting

Peace River, AB

May 2013 - Aug 2013

#### Skills

Public Relations, Event Coordination, Reporting

### Summer Events Cruiser Hostess

- Navigated to remote and bustling events across Northern Alberta from High Level to Fox Creek. Once on location, delivered on-the-spot, hourly reports to keep listeners in the loop.
- Liaised with event organizers and sponsors, coordinating cruiser appearances in addition to establishing and maintaining strong relationships for future collaborations.

### PR Broadcasting

Peace River, AB

May 2011 - Sep 2012

#### Skills

On-Air Hosting, Public Speaking, Interviewing, Compliance Monitoring

### Radio Host (YL Country)

- Articulated timely updates, from event announcements to weather reports, ensuring listeners stayed informed and engaged.
- Conducted interviews with local personalities, artists, and experts, adding depth and variety to programming.
- Ensured compliance with SOCAN and CRTC guidelines regarding on-air conduct, programming, and advertising.

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## Skill Summary

### Programming Languages

TypeScript, JavaScript, Ruby, Python, Elixir, PHP

### Tools

Git, NPM, Yarn, Docker

### Skill

### Experience

Ruby on Rails	8 years
Postgres	8 years
Python	8 years
ReactJS	7 years
NodeJS	5 years
TypeScript	3 years

### Frontend Frameworks

ReactJS, React Native, NextJS, GatsbyJS

### Databases

Supabase, PostgreSQL, Firebase, Neo4J, MySQL, GraphQL

### Full Stack Frameworks

Ruby on Rails, CapacitorJS, Electron, Phoenix, Express

### Design

Figma, Sketch, InDesign, Photoshop, Illustrator

## Conferences & Workshops

May 2021

### **Interface Design Patterns**

Online, hosted by Vitaly Friedman

Jan 2020

### **Awwwards Conference**

Tokyo, Japan

June 2019

### **Dribbble Hangtime**

New York City, NY

Feb 2019

### **Awwwards Conference**

Amsterdam, Netherlands

Sept 2016

### **UX Camp**

Edmonton, AB

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## Brands I've Worked With



# thankyou

I appreciate the time and consideration you've devoted to reviewing my resume. Your commitment to finding the right fit for your company speaks volumes, and I'm grateful to be part of this process.

If you have any feedback to share about my application, I'd greatly appreciate the opportunity to learn and improve.

Looking forward to the potential of contributing to your team's success.

Warm regards,

**Alecia Vogel**