

# { ARIEL GELBARD }

## Front End Developer

ariel.gelbard@gmail.com

www.arielgelbard.com

(416) 832-6858

I am an enthusiastic and passionate individual with significant experience in developing for both websites and mobile applications. I enjoy learning new programming languages, identifying the latest tools to improve efficiency, and utilizing frameworks and libraries to build applications. I am looking for an environment where I can embrace new experiences and contribute creative ideas.

## Education

Web and Interactive Media Advanced Diploma with Honors

Humber College, 2015

> Humber Research Training Program Certificate Recipient

## Experience

Android & iOS Developer, Appseed

May to Jul 2014

- > Assessed iOS version and contributed to features needed to accomplish and complete Android version
- > Collaborated with team members utilizing Github to create and execute the completed versions of the mobile app
- > Evaluated and remodeled the "edit in Photoshop" feature as part of the iOS release version

Freelance Web and Mobile Development, Triad Metals Inc.

May to Dec 2013

- > Prepared, designed, and organized database in accordance to various product types and attributes
- > Composed wire frames and developed desktop and mobile app for accessing database with CRUD abilities
- > Utilized Bootstrap template for CEO to quickly and easily evaluate confidential market information

## Community Involvement

Mentor, Ladies Learning Code Intro to HTML5 & Responsive Design Workshop

Nov 2014

- > Encouraged an understanding of building websites and influenced students to learn CSS3 animations
- > Facilitated and explained HTML5, CSS, and responsive design questions from students who needed assistance

Team Coach & Appseed Workshop Demonstrator, EdAppHack

Oct 2014

- > Informed and encouraged students to utilize Appseed to create and build a functional prototype
- > Tutored and guided team to prototype, build and pitch their app idea; achieved 3rd place prize

Assistant Developer, Great Canadian Appathon

Jan 2014

- > Collaborated as a team and conceptualized an idea for creating a game on an iOS platform
- > Efficiently and quickly created code needed for game mechanics in a 48 hour time span

## Technical Skills

### Front-End

- > HTML5, CSS3, Javascript
- > Responsive Web Design, Bootstrap
- > jQuery, APIs
- > Jade, LESS, SASS, Gulp

### Back-End

- > PHP, Node.js
- > MySQL, Parse, MongoDB
- > Wordpress, Custom CMS

### Other

- > Objective C, iOS, Xcode
- > Android, Java
- > Appcelerator Titanium
- > Adobe Pr, Ai, Ps, Ae
- > UX Development