

# Gabriel McDonald

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[Portfolio](#)



[GitHub](#)



[LinkedIn](#)

## SKILLS

Python  
CSS  
Flux

Ruby  
HTML  
AWS

Clojure  
SQL  
Postgres

JavaScript  
Django  
Kubernetes

Java  
Rails  
Docker

Haskell  
React.js  
Nginx

TypeScript  
Angular

## EMPLOYMENT

### YCharts

(2020 - )

Software Developer

- Worked full stack maintaining and developing an investment research SaaS web application written primarily in Python/Django and TypeScript/Angular.
- Assisted in introducing a new financial security type (separately managed accounts) to the platform, which required syncing daily updated data with that provided by an external FTP server.
- Updated PDF generation service for FINRA regulatory compliance.

### American Physical Society

(2017 - 2020)

Software Developer II

- Worked both client-side and server-side maintaining, updating and expanding a large suite of web applications (predominantly in Clojure/ClojureScript, Ruby on Rails and Java) for managing the country's most prestigious physics journals.
- Created a Lerna monorepo for application-independent development within Storybook of TypeScript/React components for a site-wide UI catalog.
- Introduced shareable Clojure projects which could be imported by separate apps via a private Maven repository.
- Upgraded the testing suites for all of the company's Java apps to JUnit 5.

## EDUCATION

### Syracuse University - Syracuse, NY

(2013 - 2017)

M.A. in Philosophy

### University of Notre Dame - Notre Dame, IN

(2008 - 2012)

B.A. cum laude in Philosophy

## PROJECTS

**Droog** - Audio visualizer - *JavaScript, HTML5, CSS3, D3*

[Live](#) | [GitHub](#)

- Extracts frequency data using the HTML5 web audio API and passes it to the D3 Javascript library to dynamically render visual representations of that data.
- Audio analyzer can receive input from either an uploaded audio file or user microphone input via HTML5's MediaDevices interface.

**ShallowBlue** - Chess program for text-based terminals - *Haskell*

[GitHub](#)

- Intuitive, user-friendly interface rendered using the C ncurses library.
- Supports special moves such as castling and pawn capture *en passant*.