

Gabriel McDonald

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[Portfolio](#)



[GitHub](#)



[LinkedIn](#)

SKILLS

| | | | | | | |
|--------|---------|------|-------|------------|----------|-------|
| Ruby | Clojure | Java | Rails | JavaScript | jQuery | HTML |
| CSS | Flux | SQL | Git | Haskell | React.js | AWS |
| Python | Lisp | Perl | Rspec | Postgres | Docker | Nginx |

EMPLOYMENT

American Physical Society (2017 -)

Software Developer

- 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.
- 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

App Academy - New York, NY (2017)

Full Stack Web Development Course

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

StoneCloud - Full stack music app inspired by SoundCloud

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

Ruby on Rails, Postgres, AWS, React/Redux

- Generates custom waveforms using the wavesurfer JavaScript library which track playback progress, sound frequency, and allow track navigation.
- Synchronizes play/pause buttons, waveforms and progress bar by appending the track ID to the HTML element IDs.
- Protects track and profile editing/deletion with back end user authentication built with the BCrypt gem for Rails.

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

[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 - *Python, Haskell*

[GitHub](#)

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