Gabriel Womble

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About me

I'm a (primarily) front end developer with a deep passion for creative challenges. I'm mainly self-taught, although I did attend and graduate a ruby bootcamp in early 2018. Although I specialize in React, I enjoy tinkering with other tools and languages in my free time.

Core Skills and Tools

Javascript	React Ecosystem	Webpack & Babel	Sass
TDD	Design Systems	Agile/Scrum	Git

Experience

SOFTWARE DEVELOPER (REACT), CODE PARTICLE, MIAMI – AUG 2018-PRESENT

I've spent the majority of my software career with Code Particle. With this wonderful company, I have grown immensely and had the opportunity to work on many different projects. Among these many projects, here are some of the responsibilities I've had:

- Working on a team to architect a new SPA UI for a leading cyber security company. A large portion of this effort included working with designers and project managers to determine if designs were feasible from a tech standpoint, as well as working with other engineers on implementing the new UI gradually within the previous one.

- Architecting and building a tabular data display for an upcoming cyber security company. Some of the requirements included: both client and server side pagination and filtering, custom cell renderers for each column, as well as windowing to maximize performance when rendering thousands of components within hundreds of rows.

- Taking on a lead role for an in-house crypto project to be open-sourced. In this role, I designed a global store built with redux, a CSS-in-JS theming solution using React context and styled-jsx, and implemented a blockchain interface for consumers to implement their cryptocurrency within the app.

TEACHING ASSISTANT, WYNCODE, MIAMI – JUNE 2018 - AUGUST 2018

Responsibilities include teaching students new concepts, assessing student performance, and conducting one-on-one assessments. Languages and frameworks used include: Ruby on Rails, JavaScript, React, CSS, Git, and other development fundamentals.

MOBILE DEVELOPER INTERN, SIMPLE SOLUTIONS, MIAMI – APRIL 2018 - MAY 2018

Worked in Ionic/Angular to build front-end for a cryptocurrency reward app. A challenge I had to overcome was implementing geolocation to calculate user distance from locations.