

Gilbert R. Reimschuessel

3467 N Forehand Ln, Lehi, UT 84043
801-860-5186 • gib.reimschuessel@gmail.com

Staff Software Engineer with 15+ years building scalable, accessible web applications. Proven track record leading technical direction, architecting design systems, and delivering complex integrations in TypeScript, Next.js, and cloud environments. Skilled at solving ambiguous problems and driving high-impact solutions in collaboration with product and design.

Career Highlights

- **Design System Leadership** — Owned engineering for the F5 Design System and Common UI, supporting F5's enterprise applications and hundreds of engineers worldwide.
- **React + TypeScript Expertise** — Built and maintained reusable component libraries in React + TypeScript, ensuring consistency, accessibility, and long-term scalability.
- **MUI Theming & Migration** — Themed Material-UI to align with enterprise design specs and initiated roadmap discussions for migration toward a more flexible token- and component-based system.
- **Accessibility Standards** — Defined and enforced WCAG-aligned accessibility practices across the design system, serving as the go-to contact for inclusive design.
- **Developer Enablement** — Authored internal documentation, led workshops, and provided support to accelerate adoption of design system components.
- **Testing & Quality** — Established front-end testing practices (Jest, Vitest, visual regression, accessibility checks) to ensure reliability and developer confidence.
- **Mentorship & Collaboration** — Guided engineers on React, TypeScript, and state management best practices, reviewed PRs, and partnered closely with designers to deliver pixel-perfect, high-fidelity UIs.

Experience

Principal Software Engineer – F5

Oct 2022 – Jul 2025 · Remote

- **Owned engineering for the F5 Design System and Common UI**, supporting F5's enterprise applications and hundreds of engineers worldwide.
- **Built and maintained React + TypeScript component libraries**, ensuring scalability, accessibility, and visual fidelity across diverse use cases.
- **Themed Material-UI** to align with F5's design specifications and led early architectural planning for **migrating toward a more flexible, token-driven component system**.
- **Defined and enforced accessibility standards (WCAG, ARIA)**, becoming the go-to a11y contact and driving adoption of inclusive design practices across product teams.
- **Established front-end testing frameworks** (Jest, Vitest, visual regression, accessibility checks) to raise reliability and developer confidence.
- **Enabled adoption** of the design system by authoring documentation, hosting workshops, and fielding internal support requests.
- **Mentored engineers** on React, TypeScript, testing, and CI/CD best practices, and reviewed PRs to uphold code quality and consistency.
- Partnered closely with designers to ensure **pixel-perfect implementation** and to bridge the gap between design intent and engineering execution.

Senior Software Engineer → Senior UI Engineer – F5 (*Promoted*)

Apr 2019 – Sep 2022 · Draper, UT

- **Delivered core design system components** in React + TypeScript, ensuring consistent UI across multiple enterprise product teams.
- **Collaborated with designers and engineers** to build reusable libraries with strong adoption across the organization.
- Balanced **fast release cycles** with maintainability, testing coverage, and accessibility compliance.
- Championed **best practices for front-end architecture and state management**, mentoring peers and influencing technical decisions.

Senior Software Engineer – Strala

Feb 2018 – Mar 2019 · Lehi, UT

- Built and maintained **platform-level functional test automation** to improve product reliability and accelerate delivery across multiple teams.
- Delivered **full-stack features** leveraging Elixir/Phoenix APIs and React, ensuring performance and maintainability on AWS.
- Partnered with engineering leadership to **streamline CI/CD processes** and improve developer experience.

Senior Frontend Engineer – Aptible

Jul 2015 – Jan 2018 · Remote/Irvine, CA

- Led front-end architecture for Aptible's **Ember.js dashboard**, backed by multiple Rails/Postgres API microservices, ensuring scalability and performance on AWS.
- Designed and implemented **shared UI patterns** to accelerate feature development and maintain visual consistency across the platform.
- Built and maintained Aptible's **public marketing site** from the ground up, collaborating with design and product to deliver high-quality, brand-aligned user experiences.
- Contributed to developer tooling and processes, improving test coverage and deployment reliability.

Senior Software Engineer – Artsy

Jan 2011 – Jul 2015 · New York, NY

- Served as a senior team member guiding **UX standards, front-end architecture, and design system patterns** across multiple web and iOS applications.
- Developed thick-client JavaScript applications served by a Rails/Grape JSON API backed by MongoDB and consumed by **three Backbone.js-driven web clients** and multiple iOS apps.
- Established **reusable UI components** and performance best practices to improve maintainability and reduce development time across projects.
- Partnered with designers, product managers, and engineers to rapidly evolve prototypes into production-ready experiences while maintaining high accessibility and visual quality.

Owner / Operator – Independent Consultant

Dec 2007 – Jan 2011 · Salt Lake City, UT

- Led and delivered web software projects for clients in the US and Japan, covering **architecture, development, and UX consulting**.
- Built a **multi-language Ruby on Rails social networking platform** for Japanese market (mobjet.jp), optimized for mobile devices.
- Designed and developed **self-publishing platform** (YouPublish.com) with over 15K users across US, Japan, and China.
- Delivered **custom e-commerce solutions (PHP/MySQL)** including real-time inventory updates for OverstockDrugstore.com.
- Provided usability consulting and product development for NYC TechStars alumni RedRoverHQ.com.

Co-Founder / Designer / Software Engineer – OpenHallway

May 2009 – Jun 2010 · Salt Lake City, UT

- Conceived, designed, and developed a **web-based SaaS usability testing platform** used by Disney, Intuit, and Getty Images.
- Built the application in **Ruby on Rails/Postgres** with a Java applet for cross-platform screen and audio recording.
- Led branding, UX, and visual design for the product.
- Achieved acquisition by TryMyUI.com in June 2010.

Software Engineer – Raytheon Oakley Systems, Inc.

Jun 2006 – Dec 2007 · Salt Lake City, UT

- Implemented **UI redesigns** for flagship J2EE product, SureView, improving usability of its screen recording replay and live network content analysis tools.
- Collaborated with product management and QA to ensure compliance with enterprise security and performance requirements.

Software Engineer / Project Manager – Accelas Inc. (DBA Objective Inc.)

May 2004 – Jun 2006 · Salt Lake City, UT

- Delivered **dozens of custom web development projects** for advertising agencies, meeting aggressive deadlines and diverse platform requirements.
- Led teams of 2–3 developers, overseeing architecture, implementation, and client communication.
- Migrated internal CMS product (TweakCMS) from ASP/SQL Server to **PHP/MySQL**, improving scalability and maintainability.
- Gathered client requirements, scoped projects, and provided technical estimates to agency partners.

Education

Bachelor of Computer Science

University of Utah, 2005

Associate of Computer Science with University Honors

Weber State University, 2001

Associate of General Studies with University Honors

Weber State University, 1997