GILL HERMELIN

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Full-Stack Engineer building with Next.js and the MERN stack, skilled in crafting practical experiences. Passionate about adapting to new challenges, creating solutions, and pursuing continuous learning.

SKILLS

- Technical Skills: HTML/CSS, JavaScript, TypeScript, React, Vite, Next.js, TanStack, tRPC, Shadcn, Node.js, Express.js, MongoDB, StorybookJS, NoSQL, Python, FastAPI, GraphQL, AWS (EC2, S3, Security Groups, NGINX), Google Cloud, Supabase, GenAI, OpenAI API, JWT, RESTful APIs, CI/CD Pipelines, Jest, Git/GitHub, CSS methodologies (BEM, Styled-Components), OOP, Figma, Postman, Framer Motion, Autho, DevOps, Jira, Linear
- Core Competencies: Communication, Active Listening, Interpersonal Skills, Problem Solving, Time Management, Adaptation to New Tools, Team Support, Leadership, Attention to Detail

RELEVANT EXPERIENCE

Clickk (contract) | July 2025 - Current Full Stack Engineer for a startup currently in beta.

- · Implement Next.js/React UI components and integrate with Rust backend, including updates to schemas and routing logic.
- · Troubleshoot and resolve bugs in production on an emergency basis, reducing downtime and improving stability.
- · Contribute to daily stand ups, collaborating with cross-functional team to refine features and solve technical challenges.
- Support full-stack development, handling both frontend enhancements and backend adjustments to improve performance and user experience.

NoteLeap (Personal Independent Project) | June 2025 - Current Founder & Lead Software Engineer of a SaaS MVP.

- · Architected and designed a Next.js/React front-end with TypeScript, Tailwind and Framer Motion for pixel-perfect, responsive UIs.
- · Designed and implemented Prisma ORM + PostgreSQL schema for data, user accounts, and sessions within Next.js.
- Built and integrated a Java/Spring-Boot LanguageTool API to power multi-language spell/grammar checks.
- Collaborated with co-engineer in an Agile environment (sprint planning, weekly stand ups), managing feature branches and pull
 requests via GitHub.
- Integrated Stripe payment method, and tiered subscription model for launch in Q4 2025.

STL Rock School | Nov 2018 - June 2025

Music Teacher - Sound Engineer/Producer - (Software Engineer between Jan - June 2025).

- Fixed and debugged frontend issues on the school's WordPress website, improving styling, user engagement, and website performance.
- · Taught and mentored 35+ students, adapting lessons to diverse learning styles and skill levels to foster engagement and growth.
- · Led group rehearsals and live performances, coaching students in collaboration, teamwork, and confidence under pressure.
- · Communicated regularly with parents and clients, providing feedback, addressing concerns, and ensuring student progress.

CommuniTee Golf Chat Extension Extern - CommuniTee Golf | Apr - June 2025 Developed a Chrome browser extension for real-time chat in CommuniTee Golf.

- Developed UI components in React utilizing TypeScript, Vite, and Tailwind CSS, integrating the Chrome Extensions API.
- Collaborated workflow via Jira tickets, feature branches, and pull requests, resolving merge conflicts and debugging issues alongside teammates.
- · Conducted peer code reviews on GitHub to maintain code quality, share feedback, and uphold best practices.
- Built and documented components in Storybook JS using mock data and wiring in backend endpoints when they become
 available
- Translated Figma designs into polished, responsive UIs with smooth interactions and accessibility best practices.
- Presented product demos to clients, communicating technical features in non-technical terms to clearly demonstrate functionality, usage, and user experience.

TECHNICAL PROJECTS PLEASE VISIT - Github | Portfolio Website [www.gillhermelin.com]

EDUCATION