

Joe Gerhard

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Experienced Frontend Developer with a proven track record of over 4 years, specializing in delivering pixel-perfect designs and highly maintainable code. Thrives in a distributed environment, collaborating seamlessly with both large and small teams. Transitioned from a successful 10-year career in the music industry, bringing road-tested expertise in lighting design, audio engineering, and tour management. This background provides a unique creative perspective and a profound appreciation for connecting with individuals from all walks of life. Ready to bring a wealth of technical skills and a rich creative sensibility to the next level of frontend development challenges.

Technical Skills

Languages: JavaScript, TypeScript, HTML, CSS, SASS, Python, PHP, FreeMarker, Java, C#

JS Frameworks/Libraries: React, Redux, JQuery, Bootstrap, Angular, Express, Node.js, Next.js styled-components, passport.js, Axios, Lodash

Data Sources: Firebase, Mongo.DB, SQL, AJAX/RESTful APIs

Development Tools: Visual Studio Code, Prettier, ESLint, Vite, Git, GitHub, Bitbucket, JIRA, Netlify, Bash, Zsh, Webpack, Babel, npm

UX/UI Design: Figma, Lucidchart

Applications/Other: CrafterCMS, M-Files, Ephesoft Transact

General Skills: Web Development, Agile Methodologies, DevOps, UX/UI Design, Responsive Design, Problem-Solving, Collaboration

Professional Experience

Technical Specialist III

ArgonDigital, Austin, TX

November 2020 - April 2023

Overall, this role involved a combination of technical expertise, project management, client relationship management, and a commitment to continuous learning and improvement.

Developed B2B and B2C websites for a cruise line:

- Spearheaded the end-to-end development of dynamic B2B and B2C websites using the CrafterCMS platform, showcasing proficiency in JavaScript, CSS, and HTML.
- Led the frontend development as a key Agile team member, collaborating closely with architects and stakeholders throughout the Software Development Lifecycle.
- Translated Figma designs into fully functional responsive websites, ensuring a seamless product launch and providing effective handoff.

Turnaround on large, ongoing M-Files project:

- Revitalized a large and struggling M-Files project within the first month, eventually taking sole responsibility and achieving a complete turnaround in client satisfaction, ultimately securing the re-signing of their contract.
- Boosted the velocity of an M-Files ECM data migration project by over 200% by implementing a streamlined Excel solution to document configurations and generate essential magic strings for a Python rules-engine script, facilitating parallel development efforts.

Fast-tracked design and development for long-term client:

- Delivered Figma designs and rapidly developed small internal sites with an emphasis on exceptionally fast turnaround times, demonstrating an agile approach to meet client needs efficiently and effectively.
- Introduced new features to a legacy PHP contract-management site, leveraging skills in frontend development and integrating seamlessly with Alfresco ECM.

Certification and training initiatives:

- Completed certification training in M-Files, Ephesoft Transact, and Crafter CMS, demonstrating a commitment to staying current with industry technologies and tools.

Freelance Web Developer

Self Employed, Austin, TX

October 2019 - November 2020

- Drafted Figma designs and developed modern responsive websites tailored to clients' needs, utilizing a diverse set of technologies such as HTML, CSS, JavaScript, React, and Netlify.
- Implemented best-practice version control procedures consistently, leveraging Git to ensure efficient and collaborative development workflows across the entire SDLC.

Personal Projects

Tetris

Github: <https://github.com/joe-gerhard/tetris>

Live: <https://master-comforting-torte-bb7a76.netlify.app/>

- NES Tetris clone built with mostly vanilla web technologies, Vite, and TypeScript.

Minesweeper

Github: <https://github.com/joe-gerhard/minesweeper>

Live: <https://joesweeper.netlify.com/>

- A web application reproduction of the classic Windows game, Minesweeper. Built with React, Redux, TypeScript, and styled-components.

Solitaire

Github: <https://github.com/joe-gerhard/Solitaire>

Live: <https://joe-gerhard.github.io/Solitaire/>

- A web application of the popular card game, Solitaire, made completely with vanilla JavaScript

Joesbook

Github: <https://github.com/joe-gerhard/joesbook>

- A MERN stack social media application demonstrating proficiency with OAuth2 via Passport.js as well as managing user generated data in a MongoDB NoSQL database using Mongoose ORM.

Education

General Assembly

Austin, TX, United States

June 2019 - August 2019

Certification, Software Engineering

- Participated in a full-time immersive Software Engineering course, completing in-class projects, hackathons, and personal projects focused on real-world applications of web development principles.

Mesa Community College

Mesa, AZ, United States

2007 - 2008

Studied Audio Production Technologies

- Built foundational knowledge of studio recording, live music production, and the music business that would prepare me for a diverse and fruitful career in the music industry.

Arizona State University

Tempe, AZ, United States

2004 - 2006

Studied Architecture

- Received a full ride academic scholarship to study architecture until I decided to follow my passion for music and enrolled in the Audio Production Technologies program at MCC.