Kevin Gomez

Full Stack Software Developer

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Full-stack, front-end focused web developer looking to bring a positive collaborative attitude to bright minds and build smart solutions with the latest technologies.

Experience

Seismic Software - Chicago, IL

Senior Software Engineer I

Aug 2022 – Jun 2023

- Led a React based browser extension project, including designing the communication between standalone apps in an enterprise webpage integration, managed the team backlog with the initiative to preemptively vet stories for effective grooming, and guided team agile activities, planning, and project direction.
- Consulted on the design and architecture for a charting visualizations project that would allow back-end developers to generate a fully functional front-end with ease.
- Collaborated with product and designers to build the best feasible designs, fostered new team members with onboarding to facilitate their understanding and self-sufficiency, and led the localization effort, including extensive vetting and design changes to support.

Software Engineer II

May 2018 – Aug 2022

- Created an integration between two company's systems, SAVO's monolith and a Seismic library component to update the SAVO's file document viewer.
- Contributed to the front-end and system design of a web conferencing Ember site utilizing WebRTC and OpenTok to deliver a browser-based web chat system for sales people.
- Revamped a legacy system of writing to CRM, Salesforce and Dynamics, for email and
 engagement events, requiring quick ramp up for each platform, learning their limits, and
 designing within those constraints while balancing the needs of our customers.
- Took ownership of a number of duties during company acquisition and team shifting, rescuing orphaned pieces of information, and documentation.

SAVO Group - Chicago, IL

Software Developer II

Mar 2018 - May 2018

- Managed delivery risk strategy, with automated testing with pipeline tests and Selenium for multi-browser functionality, as well as using staged environments, easy rollback strategy, and planned to deploy on low traffic hours to mitigate client facing issues.
- Mentored high school interns from marginalized backgrounds to familiarize them with the tech workforce, with small, manageable projects in order to bolster their growth in STEM.
- Thrived in a fail-fast, learn-quick environment, while keeping people positive along the way.

Software Developer I

Aug 2016 – Mar 2018

- Worked on a system that injected Ember web pages into a .NET monolith to allow us to systematically replace pages to deliver new functionality.
- Adapted to working on both comprehensive legacy software written in Visual Basic, C#, etc., and the newest JavaScript frameworks, including Ember, in an Agile environment with high profile client negotiation.
- Took the initiative to write documentation for long undocumented info, including legacy monolith codebase local setup.

Education

University of Illinois at Urbana-Champaign B.S. in Computer Science • Minor in Art and Design

May 2012 - Mar 2016

Personal Projects

Developer Portfolio Website

Apr 2025 - Present

- Designed and wrote https://kevingomez.dev/ my developer portfolio page for my online resume and personal software projects
- Written with React.js, TypeScript, Vite, animated with Anime.js and Framer Motion, and deployed with Vercel

Movie Database Apr 2025

- Deployed a simple movie search page at https://trending-movies-db.vercel.app/ that queries
 The Movie Database API to display movies by popularity, search movies, and record search queries to an Appwrite database.
- Written with React.js, Vite, using Appwrite, and deployed with Vercel

Acting Website Jan 2016 – Present

- Designed and wrote https://kevinkgomez.com/, my personal acting portfolio page for my voice acting work
- Written with React.js, Next.js, Tailwind, deployed with Vercel

Technologies

React.js, TypeScript, Next.js, Ember.js, HTML5, CSS / SCSS, Tailwind, Redux, Vercel, Azure, AWS, .NET, C#, Node.js, SQL, MongoDB, Browser Extensions, Anime.js, Framer Motion, Selenium

Tools & Systems

Visual Studio, GitHub, BitBucket, Postman

Hobbies

Improv Comedy, Voice Acting, Video Editing, Collecting Vinyls