

Neil Gebhard

Software Developer



neilgebhard.com



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`</>` github.com/neilgebhard

Related Experience

Web Developer @ Pacific Amusement

2017 to 2022 // Saipan, USA

- Analyzed company needs and requirements to determine architecture and scale of project
- Led the design and development of UI and UX of the front-end interface
- Architected the design, development, and deployment of the back-end server

Software Developer @ Supportland

2014 to 2016 // Portland, OR

- Piloted the development of UI and UX for a SaaS single-page web application
- Adapted and learned new web technologies and frameworks with recommendations as needed
- Identified, analyzed, and fixed bugs found within program function and output

Fullstack Developer @ WeIVU

2016 to 2016 // Portland, OR

- Contributed to and maintained a legacy codebase for a SaaS web application
- Identified and fixed bugs by conducting QA and evaluating customer feedback
- Implemented software solutions through understanding customer problems and business goals

Education

B.S. in Computer Science

Portland State University

Portland, OR. 3.5 GPA

Skills

Programming Languages

JavaScript, TypeScript, HTML, CSS, Java, C++, Python

Databases

MongoDB, PostgreSQL

Libraries & Frameworks

React, Next, Tailwind CSS, Node.js, Express, Prisma, Mongoose, Jest, React Testing Library, Cypress, Bootstrap, Material UI

Tools & Platforms

Node.js, Git, VS Code, Figma, Vercel, Heroku, Netlify, VPS, AWS EC2 & S3, Digital Ocean, iOS, Android, Supabase, Firebase

Concepts

REST, GraphQL, UI, UX, HTTP, OAuth, JSON Web Token, CI/CD

Interests

soccer, judo, sustainability, technology, traveling, Reddit, beer, podcasts, health, hiking, reading, gaming, psychology