

# Sam Gerber

Full Stack Software Engineer  
Portland, OR

## About Me

I'm a versatile engineer with an interest in UX design and experience building full-stack applications. I have a passion for looking at different parts of a codebase and finding simple, elegant methods of component interaction, always with a focus on the end-user. What excites me about tech is its potential to connect and inspire people in new ways. When I'm not collaborating on dev teams or working on projects, I enjoy music, reading and exploring the outdoors.

## Tech Stack

*Languages:* JavaScript, HTML, CSS  
*Libraries + Runtimes:* React.js, Node.js, React Native, Next.js, web3.js, p5.js  
*Version + Deployment:* Git, GitHub, Netlify, Heroku, Vercel  
*Databases:* PostgreSQL, pgAdmin, Firebase, Supabase  
*Other:* Postman, AWS S3

## Education

*Alchemy Code Lab* 2021-2021  
Full-Stack Software Engineering Program  
► Intensive 6 month course in JavaScript-based web development alternating solo and team work on a variety of projects.

*Portland State University* 2017-2020  
B.A. Applied Linguistics, *Cum Laude*  
► Studied technical and social aspects of language including Syntax and Discourse Analysis; explored language-usage patterns in digital texts via Corpus Linguistics;

## Work Experience

*Frontier Community Services* 2008-2012  
Grants Specialist  
► Financial oversight of program grants, as well as general ledger accounting; high responsibility position tracking and reporting on restricted expenditures; worked with a variety of personnel across multiple departments to ensure delivery of social services.

## Projects

### *Greeting Art*

github  site

- React + Node + p5.js + AWS
- Random generative art creation tool with gallery and send-as-eCard service using SendGrid; built in two-week remote team sprint;
- I initiated and coordinated the project; wrote customized art-rendering functions in p5.js with added randomization logic; designed the interface from wireframe through CSS, including incorporation of Material-UI; and did general testing and debugging throughout;

### *Else by Elsewhere*

github  site

- React + Node
- API-driven geoguessing app utilizing data from Google Maps and GeoDataSource; primarily mob-programmed in a one-week remote sprint;
- I pitched the idea; researched APIs; and developed a state-management framework for the user-controls to zoom and rotate Google-sourced images;

### *Designasaur Park*

github  site

- JavaScript + HTML + CSS
- Simulated DNA laboratory allowing users to custom-engineer new dinosaur hybrids and observe their behavior in a virtual park; primarily mob-programmed in a one-week remote sprint;
- I originated the app concept; handled composite-image-rendering via the DOM; set up avatar selection and thematically-styled sign-in on the homepage; & created graphics assets;