Sam Gerber
Full Stack Software Developer
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About Me

I'm a versatile engineer with a particular interest in UI/UX design on the front-end, along with 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. Born in Oregon and raised in Alaska, when I'm not collaborating on dev teams or working on projects, I enjoy 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
Databases: PostgresSQL, pgAdmin, Supabase, Sequelize
Other: Postman, Solidity

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

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;

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 components; and did general testing and debugging throughout;

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;