Michael Gene Gilbertson

Software Engineer

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SUMMARY

Software engineer specializing in full stack web development. Strong background in accessibility and usability of web applications. Technically adept with excellent communication skills to convey complex or foreign topics. Seeking primarily front-end web development role to build beautiful, intuitive user experiences.

SKILLS

- **Languages** - TypeScript, JavaScript, HTML, CSS, Java, PHP, Python, SQL, Java, Ruby, C++
- **Frameworks** - React.js, Angular, Vue.js, jQuery, Material Design, Bootstrap, Spring, Express.js, Ruby on Rails
- **Tools/Libraries** - Git, AWS, Docker, Node.js, SASS, Webpack, Gulp, Grunt, JSX, WebExtensions API
- **Software -** Adobe Creative Suite (Photoshop, Illustrator), Visual Studio Code, IntelliJ, Sketch, Autodesk, Sketchbook, Microsoft Office Suite (Excel, Word, PowerPoint), Operating Systems (Windows, OSX, Linux)

EXPERIENCE

Software Engineer - Level Access   November 2017 - Present
- Improve ecosystem of software products centered around accessibility auditing and remediation
- Develop complex browser extensions for detecting and fixing accessibility issues
- Build accessible components from designed mockups using custom CSS/SASS
- Collaborate with product managers to identify issues and improve products
- Focus on usability and accessibility of software products

Software Engineer - Accenture Federal Services   June 2015 - November 2017
- Develop complex single page application using both Angular, Bootstrap, and AJAX
- Ensure web application accessibility as DHS Section 508 Certified Trusted Tester
- Manage ecosystem of lightweight micro-services built with Spring Boot and an Oracle SQL DB
  Collaborate with others to identify technical requirements
- Communicate and plan project roadmap with product owner and team

Product Design Intern - AARP Digital Strategy Operations   Summer 2013 & Summer 2014
- Manage public facing web pages utilizing AARP's content management system
- Evaluate accessibility of AARP's website in accordance with WCAG 2.0
- Test cross-browser accessibility of website with popular screen readers
- Develop internal guidelines to implement common accessibility practices

EDUCATION

B.S. in Computer Science w/ Studio Art Minor   May 2015
University of Virginia, School of Engineering and Applied Science   Charlottesville, VA

PROJECTS

Neighborhood Map, *Udacity Frontend Nanodegree (Summer 2016)*
    Created a web app to search for neighborhood spots utilizing Google Maps and Yelp's API
Pixel Art Sketchpad, *The Odin Project (Spring 2016)*
    Developed a responsive sketchpad web app for creating pixel art using jQuery and Bootstrap
Web Media Player, *CS 4970 - Capstone Practicum I (Spring 2014 – Spring 2015)*
    Built a Ruby on Rails app for local radio station to manage songs and playlists
Virtual Reality Stargazing Experience, *CS 3205 - HCI in Software Development (Fall 2014)*
    Brainstorming and prototyping interfaces where one can use the Oculus Rift to view the night sky
File-Sharing Application, *CS 3240 - Advanced Software Development Techniques (Fall 2013)*
    Designed and developed a Dropbox-like file-sharing application using Python, Tkinter, and Twisted