

Gabriel Obregon

UI Developer

SUMMARY

- Developer primarily focused on modern web technologies.
- Experience leading projects with a focus on meeting client needs, while employing best practices to produce clean, maintainable code.
- Creator of several open source projects, including angular-mock-back, which is an Angular utility to aid with development without the need to connect to a backend data source.
- Presenter at several meetups and conferences on React, Angular and other front-end technologies, as well as how front-end developers and UX designers should manage relationships and present information to the user.

WORK EXPERIENCE

Principal Technical Consultant

Jan 2022 - Present

Highline Solutions

Retail Client

- Implemented the the front-end portion of an internal application used by store employees to manage their inventory and identify product outages. (React, Javascript, TailwindCSS)

Information Security Client

- Resolved critical front-end issues for an info security admin portal. (React, CSS)

UI Contract Developer

Jul 2018 - Dec 2021

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- Created data visualization and drawing web application handling large amounts of data. Optimizing for a high level of interaction and accuracy. (React, React Native, RxJS, D3, RamdaJS, Redux)
- Developed a highly flexible component library for viewing and manipulating ECG data. Ability to only add features needed by form of opt-in components that are added or created by consuming application. (React RxJs D3)

Senior Software Engineer

Jul 2015 - Jun 2018

TurnItIn

- Worked on the Revision Assistant product that gives formative feedback to the users writing. Revamped the whole front-end architecture to a more modern stack and, with the team, rewrote the core application with React and Redux. (React, Redux)
- Built a small Learning Management System for our users that did not already have a third-party LMS.
- Spearheaded best practices for the front-end group including code reviews, tests (unit and end to end).
- Worked closely with the UX team to establish more communication between designers and developers

- Helped UX team understand what is possible on front-end applications to be able to develop new features.

Senior Technical Consultant

Jul 2013 - Jun 2015

Summa Technologies

- Team lead and architect on a mid-scale application for an enterprise client. Application had dynamic form views/layouts defined by data, with user defined rules, which required using different methods to render the view (Bootstrap, uirouter, ui-bootstrap, Browserify, Jasmine, lodash, Gulp)
- Developer and architect for large-scale Angular application used to maintain enterprise client's records. Application was developed with a mock backend workflow using my angular-mock-back library in order to maintain development speed while backend was being written (Angular, Bootstrap, ui-router, ui-bootstrap, Browserify, Jasmine, lodash, Gulp)
- A real-time glass visualization web-application that used real glass product data to allow users to see the glass in 3D under different lighting environments. Used Backbone and Bootstrap for the front-end. Using the Unity game engine, I wrote shaders for visualizing glass panes on different types of buildings. (Unity)
- Native iOS application written in Objective-C that would use both iPad cameras and turn the iPad into a "glass sample." Using real glass data, the iPad would filter the images from the cameras and make the iPad screen have the same properties as the glass. Translated shaders from original application to work in OpenGL ES 2.0 (Objective-C)
- Product configuration tool for Matthews sales partners. Used Backbone, Bootstrap and canvas to create a front-end tool that would demonstrate the product with customized options, selected by the customer. (Backbone, Bootstrap)

Senior Technical Artist

Jan 2005 - Jun 2013

Hybrid Learning Systems

- Focused on graphic design, illustration, web and UI design to define the look and style of projects. (Adobe Photoshop, Adobe Illustrator)
- Created 3D art and animations for a variety of projects, including simulations and digital sculpting for 3D printing. (Unity3D)
- Built custom tools and development pipeline for team efficiency in 3D Applications using Python. (Python)
- Worked on some minor web development in a support role. (jQuery)

EDUCATION

M.S. Multimedia Technologies

Aug 2003 - May 2005

Duquesne University

B.A. Majors: Studio Art, Communications

Duquesne University

Minors: Multimedia, Art

Aug 1999 - May 2003