

FREYA GAYNOR

SOFTWARE ENGINEER



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A software engineer's job is puzzles. Language, framework, shop; all of these are just parts of a puzzle with which any engineer can pick up and play. So—my résumé may not have some specific number of years in some specific framework, but given the opportunity to get my hands dirty, I'll learn it. Ask me about SQF if you would like some proof.

SKILLS

- JavaScript/TypeScript
- React.js + Redux & Context API
- Next.js/Remix
- Jest/React Testing Library
- CI/CD Pipelines
- SQL/PostgreSQL
- GraphQL and REST APIs
- Your Shop's Tech (Pending!)

EDUCATION

Bachelor of Science*Computer Software Engineering**Iowa State University*

2016 - 2020

WORK EXPERIENCE (8+ YEARS)

CONTRACT SOFTWARE ENGINEER*Summer / Remote / Mar 2024 - October 2024*

I've worked at Summer twice; this time around was in a contract position. I was pulled on to implement a dashboard feature for employers to manage the education benefits of their employees. In this time, I took the project from design and concept to full implementation, backend-to-frontend, with a planned launch date to clients in December. **Ask for a video demo!**

- **Frontend:** TypeScript (React, Next.js, Netlify), Tailwind CSS, Redux
- **Backend:** TypeScript (hapi.js, Clerk.js authentication, REST, AWS integration, Sequelize ORM), improved overall architecture.
- **Both:** Jest, Cypress, E2E/Unit/Integration Testing

VOLUNTEER LEAD SOFTWARE ENGINEER*Independent (Scarlet Wolf Sorority) / Remote / 2023 - Current*

Outside of employed work time, I co-run an **Arma 3** unit specializing in *Halo 3: ODST*-themed milsim operations. In addition to the leadership responsibilities, I worked with the talented texture artists in the unit to create an auxiliary mod for the game with Arma's esoteric SQF language. This mod fixes some major issues in the game for both other modders and the base game as a whole. Ask for more info!

- Self-implemented CI/CD pipelines using GHA
- Self-taught SQF, game design, UI work.
- Leadership skills, collaboration with non-technical colleagues, instruction in engineering skills/mission design.

SOCIAL



Facebook

facebook.com/frey.gaynor



LinkedIn

linkedin.com/in/freyagaynor

EXPERTISE

- Communication
- Adapting to Unfamiliar Technology
- Engineering for Accessibility
- Researching Latest Standards
- Teaching
- Requirements Discovery
- Task Decomposition

AWARDS

XEROX AWARD FOR INNOVATION AND INFORMATION

University of Rochester

August 2015

WORK EXPERIENCE CN

SOFTWARE ENGINEER

Circuit.ly / Remote / 2023

My time at Circuitly was unfortunately cut short due to a focus pivot as the the VP departed and the focus changed. During my time, however, I **created the employee handbook** and internal tooling. While I was formally hired for my frontend experience, I **heavily reworked the monorepo tooling** as a whole to dramatically improve build speeds.

- **Frontend:** TypeScript (ad-hoc React), **React Testing Library**, realtime collaboration, **GraphQL**
- **Backend:** TypeScript, Kubernetes-in-Docker, TurboRepo
- **Both:** **Jest**, Cypress, E2E/Unit/Integration Testing
- Improved monorepo build time by >60%

SOFTWARE ENGINEER

Summer / Remote / 2022 - 2023

I joined Summer because I firmly support their mission: making education more accessible and affordable to the public. Unlike the later position, this term was non-contract. I owned and created a component library as well as **DevOps/DevEx tooling** and implemented wholesale framework upgrades across multiple systems, both in and out of a monorepo. I also did the tasking and discovery for the dashboard project that I would go on to complete during my later contract role.

I only departed due to concerns about job security after some layoffs, but happily returned later for a contract position.

- See the previous page for **Summer's** tech stack (TypeScript, React, Jest, etc)
- Improved **CI/CD performance by >80%**; reducing CircleCI costs.
- Continuous research into best practices and advising the team.

SENIOR SOFTWARE ENGINEER

Mythical Games / Remote / 2021 - 2022

I left Mythical over concerns with leadership direction, but during my time there I owned the majority of their online marketplace, especially checkout experience.

- TypeScript + React, NextAuth, **GraphQL**, **Tailwind CSS**
- Owned the testing initiative (React, **Jest**, **React Testing Library**)
- Owned multiple projects and lead cross-product collaboration.

REFERENCES

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