

## FREYA GAYNOR

+1 203-501-0396 • [freya@webwitch.org](mailto:freya@webwitch.org) • [linkedin.com/in/freyagaynor](https://www.linkedin.com/in/freyagaynor) • [webwitch.org](https://webwitch.org) • [github.com/WitchFreya](https://github.com/WitchFreya)

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### PROFESSIONAL SUMMARY

*Innovative Software Engineer with a strong track record of building scalable web applications, leading cross-functional initiatives, and optimizing development workflows. Brings expertise in JavaScript/TypeScript, React, CI/CD pipelines, and microservice architecture, focusing on accessibility, performance, and maintainability. Known for driving technical strategy, mentoring teammates, and delivering full-stack solutions from concept to deployment.*

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### CORE SKILLS & TECHNOLOGIES

**Frontend:** JavaScript, TypeScript, React.js, Angular, Next.js, Remix, Tailwind CSS, UI/UX Implementation, React Testing Library, Jest, GraphQL, REST APIs

**Backend & DevOps:** C# .NET, .NET Core, SQL, PostgreSQL, Sequelize ORM, CI/CD Pipelines, GitHub Actions, CircleCI, Kubernetes, Docker, Git, Monorepo Tooling, AWS Integration

**Core Competencies:** Mentorship & Knowledge Sharing, Framework Modernization, Cross-Team Technical Leadership, Requirements Discovery, System Design & Architecture, Code Quality & Testing Strategy, Process Improvement, Front-end Architecture, Technical & Stakeholder Communication

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### WORK EXPERIENCE

#### Summer

2022–2024

##### *Software Engineer*

- Delivered a full-stack dashboard for employer education benefits, from concept to launch
- Built responsive front-end features using React, Next.js, Tailwind CSS, and Redux
- Designed back-end services using TypeScript, hapi.js, Sequelize ORM, Clerk.js authentication, and PostgreSQL
- Integrated REST APIs and AWS services to support scalable, cloud-based deployment
- Developed and maintained a reusable component library to accelerate development and enforce consistency
- Spearheaded framework upgrades and optimized CI/CD pipelines, reducing build times by 60–80% and significantly cutting CircleCI costs
- Advised the engineering team and collaborated with stakeholders to align technical direction with emerging technologies and product requirements
- Led testing improvements with Jest and Cypress that reduced test execution time by approximately 75%, ensuring faster, more reliable feedback cycles

#### Circuit.ly

2023

##### *Software Engineer*

- Optimized monorepo tooling with TurboRepo, reducing build times by 80–90% and significantly improving developer experience

- Built internal tools to streamline engineering workflows and enhance cross-team collaboration, saving the team hours of manual setup and maintenance each week
- Spearheaded React integration into a real-time collaborative schematic capture and PCB design platform
- Contributed to both front- and back-end systems using TypeScript, React, GraphQL, and Kubernetes-in-Docker
- Ensured reliability and quality through comprehensive testing with Jest, Cypress, and React Testing Library, covering unit, integration, and end-to-end scenarios

## **Mythical Games**

2021–2022

### *Senior Software Engineer*

- Led development of the online marketplace's checkout experience, integrating payments with multiple providers via a C#-based REST API
- Built and maintained secure, scalable frontend features using TypeScript, React, Next.js, and NextAuth/FusionAuth for authentication
- Integrated CMS capabilities using GraphQL (Ghost headless CMS) and translated Figma designs into accessible, responsive UI components
- Owned testing strategy across multiple projects using Jest and React Testing Library, ensuring quality standards
- Championed cross-product collaboration, mentored 3–5 junior engineers, and co-founded the internal Frontend Guild to support DevRel and promote best practices
- Promoted from Software Engineer to Senior Software Engineer based on technical leadership and successful cross-functional delivery

## **Service Management Group**

2018–2021

### *Associate Software Engineer*

- Progressed from co-curricular intern to full-time engineer, contributing across frontend and backend systems in a .NET microservices environment
- Served as an internal expert in Angular and TypeScript and created a reusable component library adopted by 3–8 teams across internal and external projects
- Upgraded legacy AngularJS applications by bootstrapping a hybrid Angular migration path to Angular 8+
- Built full-stack features for the smg360 product using TypeScript, Angular, and C# (.NET Core), with a focus on functional programming and RxJS
- Developed internal tools such as a sentiment analysis app and a multi-database management system
- Supported cross-database operations and service integrations with MongoDB, SQL Server, ElasticSearch, TeraData, RabbitMQ, and Kafka
- Worked in Agile/Scrum teams and contributed to code quality and scalability through microservice architecture; recommended for Architecture Lead role prior to departure

## **Community & Academic Work**

2016–Present

### *Volunteer Lead Software Engineer - Scarlet Wolf Sorority | 2023–Present*

- Dedicate additional time during transitional career periods to rework core systems and expand mission capabilities for weekly operations
- Design and maintain a custom Halo 3: ODST-themed mod for Arma 3, integrating gameplay mechanics and user interface enhancements
- Implement and manage CI/CD pipelines using GitHub Actions to streamline updates and ensure quality control
- Lead cross-functional collaboration to align gameplay design with technical implementation

- Provided technical mentorship to two contributors on scripting, mission design, and engineering practices
- Self-taught SQF scripting language, game design principles, and UI implementation to support rapid prototyping and custom features
- Delivered a stable, playable build used in live multiplayer events and shared within the community

*Student Fullstack Developer - Iowa State University | 2016–2018*

- Built full-stack tools to track hazardous material quantities and safety equipment schedules across campus
  - Used JavaScript, C# .NET, and Entity Framework for backend and database functionality
  - Collaborated with multiple departments and provided IT support, including device setup and user management
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## EDUCATION

**Iowa State University**, Ames, Iowa, United States  
Bachelor of Science in Computer Software Engineering

2020