Ava Gaiety W.

gaiety.me | linkedin.com/in/gaiety | Ava@Wroten.me | 443.985.8927

Professional Summary

Passionate developer with *over 13 years of experience* in web application engineering. **Full-stack** knowledge with *front-end expertise*. Skilled in team **leadership**, **mentoring**, **cross-functional collaboration**. Ready to help take **accessibility** and **user-experience** (UX) to the next level.

Skills

`HTML` , `CSS` , `TailwindCSS` , `PostCSS` , `JavaScript` , `TypeScript` , `React` , `EmberJS` , `Vue.js` , `NodeJS` , `Express` , `Python` , `Elixir` , `Phoenix` , `PHP` , `Ruby on Rails` , `Docker` , `SQL` , `Git`

Communication, Collaboration, Emotional Intelligence, Leadership, Initiative

Experience

Developer III

Comoto Brands (July 2025 - Present)

Full-stack in a B2C (business to customer) environment on a passionate team.

- Quickly resolving to critical bugs in `CSS` (`BEM`) and `Elixir` with `Phoenix`
- Co-ownership of the front-end's direction, maintenance and upgrade path

Web Engineer Contractor

PowerSchool, Bill & Melinda Gates Foundation (Jun 2024 - Present)

Lead and was the primary developer for a greenfield project exceeding timeline and quality expectations.

- Collaborated in tech stack choice of `Elixir` , `Phoenix` , `Lit` (web components), `TypeScript` , with a `PostgreSQL` database
- Hand-crafted dynamic charts with zero-dependency **SVG** pie charts for **data visualization**

Senior Accessibility Tools Developer

Deque Systems (Apr 2024 - Jun 2024)

Debugging sophisticated accessibility problems with robust solutions.

- Adding features and fixing bugs in the *open-source* platform `axe-core`
- Leveraging `GitHub` issues for community based communication around bugs and features
- Updating complex `Playwright` automation tests with improved `TypeScript`

Senior Software Architect

PowerSchool (Allovue) (Apr 2022 - Mar 2024)

Education Finance Technology (EdFinTech) to ensure every dollar reaches every student and faculty.

- Lead `Elixir` and `Phoenix` centric complex features in the *Shape Up* product development strategy (by Basecamp)
- Cleanly combined `ExUnit` and `Doctests` to confidently ship well tested code
- **Refactored** `Alpine.js` into `Phoenix` `LiveView` components
- Writing **documentation** *architecture decision records (ADR)* and code patterns
- **Mentored** juniors in new skills, patterns, and career advancement
- Improved legacy product built in `EmberJS` and (Ruby) `Rails`
  - Vastly improved product **accessibility** while utilizing **test-driven development** in `Qunit` for effective **refactoring**
  - Extended `Ember Data` (with `Ecto` and `Triplex`) to efficiently send batch updates to a `Rails` API leveraging `Graphiti`

UI Engineer

Oncue (Apr 2023 - Mar 2022)

Design system engineer building an Atomic Design inspired **mobile-first**, **nestable** and **accessible** toolset for engineers to implement in various products in the moving industry

- Reusable components built with `React` with `TypeScript` tested with `Jest` and `Cypress`
- Cleanly documented in `Storybook` leveraging `Chromatic` for designer approval
- Consulted internal projects on **accessibility** standards
- Lead cross-team workshops, leading to a conference talk at *MagnoliaJS*

Lead Full-Stack Software Engineer

SkillsEngine (Aug 2020 - Apr 2021)

Full-Stack engineer for a sophisticated web application balancing skills needed for educators to teach students to become employees.

- Revamped onboarding practices along with employee **mentoring**
- Shifted company from agile to **Shape Up** product development
- Shipped complex features in `EmberJS` and `Rails` carefully tested with `fixtures` in `Qunit` and `RSpec`

Developer III

Q2ebanking (Jan 2016 - Aug 2019)

`EmberJS` engineer improving products on multiple teams through **test-driven development** (TDD) practices.

- Maintained a **mobile-first** dynamic front-end flow applications powered by `Command Query Responsibility Segregation` (CQRS)
- Pitched a `Native Web Component` library with proof of concept
- Collaborated closely with **QA** on a robust **end-to-end** Testing suite
- Lead the initiative to push for improved **automation testing** cross-product standards with **Test-Driven Development** (TDD) practices
- Presented company-wide **presentations** around new initiatives and features
- Organized internal developer conventions and a public **Meetup** group

Senior Web Engineer

Eyemaginations Inc. (Rendia) (Feb 2013 - Dec 2015)

Designer and full-stack developer delivering the tools doctors need to better educate their patients through ambitious web applications.

- Modernized a `PHP` application to be rebuilt as a single-page application (SPA) in `EmberJS` and `Sass`
- Launched two enterprise scale applications
- Video streaming leveraging complex interactions with `HTML5 Video` and `Canvas`
- Lead user-experience (UX) design initiatives and tech stack decisions

Presentations

- **Thinking in Components for Scalability** discussing **Tailwind UI** and **Storybook** at *TestJS Summit*
- **Building the Dream UI Component Library** discussing **Storybook** and web standards at *MagnoliaJS*
- **Achieving A11y Automation Testing** discussing **Ember**, **React**, **Svelte**, and **axe-core** at *TestJS Summit*
- **A11y First, and Everyone Wins** discussing **Ember** at *EmberConf, Ember Dallas, Ember ATX, Austin Accessibility and Inclusive Design*
- **Overcoming Impostor Syndrome** at *NW Austin Professional Developers*

Volunteer Work

Code2College

Developing curriculums around **HTML5**, **A11y** and assisting with interview practice.

Austin Give Camp

Assisting non-profits with mobile readiness, **internationalization** (i18n) and content restructuring.

Education

Master of Science in Interactive Media and Communications

Quinnipiac University (Jan 2023 - Present)

Bachelor of Science in Design & Information Systems, Deans List

Stevenson University (2010 - 2012) GPA 3.9/4.0

Associate of Arts in Interactive Technologies, Stewart, Deans List

Anne Arundel Community College (2005-2010) GPA 4.0/4.0

Hobbies

- Tabletop Role-playing Games (TTRPGs) having run several 3+ year long campaigns
- Self-Hosting a `Linux` server with many websites and services running in `Docker`
  - Secured with `Wireguard`
  - Reverse proxied with `nginx`

Books

Relevant titles I've read to better my skills.

- **Shape Up** by *Basecamp* (37signals)
- **REMOTE Office not required.** by *Basecamp* (37signals)
- **Clean Code: A Handbook of Agile Software Craftsmanship** by *Robert C. Martin*
- **Refactoring** by *Martin Fowler*