ANGELA GABEREAU

SOFTWARE DEVELOPER & SYSTEM ARCHITECT

+ CONTACT

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+ OBJECTIVE

Build great things with great people!

Join a diverse and dynamic team, that practices a high degree of professionalism and rigour, to build robust and elegant software, in domains that demand creative problem solving and collaboration across multiple disciplines.

Save the world

Leverage analytical, architectural, interpersonal and scientific abilities towards innovative technologies addressing some of today's most challenging problems.

+ PERSONAL CHARACTERISTICS

Self-motivated, team player who thrives in creative, collaborative environments.

Creative, out-of-the-ordinary thinker. Excellent problem solver. Meticulous attention to detail. Task master.

Strives for simplicity and elegance in her work. Prioritizes building robust teams of happy, productive people.

Resourceful. Organized. Dedicated. Commits to finding solutions to difficult problems. Takes pride in her work.

Fun-loving and easygoing. Sense of humour. Infectious laughter.

+ AREAS OF EXPERIENCE

Web Development, Software Engineering and Architecture, Product Research and Development, Design Patterns, Object Oriented and Functional Programming, Database Design, API Development, RESTful Web Services, Software-as-a-Service, e-Commerce, Project Management, Requirements Specifications. Software Documentation, Hardware/Microelectronics, User Experience, Interaction Design, Research.

+ EXPERIENCES

SYSTEM ARCHITECT SOFTWARE DEVELOPER

FABULE FABRICATIONS
TANDEM LAUNCH

2012 - 2015

A small startup of 3 people, incubated by Tandem Launch. It began as interactive design studio; became a hardware manufacturer when we kickstarted Clyde, a programmable smart lamp; and then pivoted to software company, creating a collaborative online Bill of Materials management tool. My contributions to this team were crucial the success and touched every part of this fast paced business.

Analyze, architect, implement and document a RESTful back-end and user authentication system, using Zend Framework 2, Doctrine2, Apigility and OAuth, based on requirements and design specifications.

Design, document and implement firmware for the interactive, Arduino-based product Clyde. It uses multiple sensor modules to activate light and sound sequences based on user and ambient triggers.

Research and test the compatibility of our hardware product with Arduino-based WiFi, BLE and ZigBee shields; provide recommendations for design improvements to the Electrical Engineer.

Providing software infrastructure for business operations associated with the manufacture, testing and shipment of 1000 units from China to our Kickstarter backers around the world.

Oversee the creation and delivery of user guides, tutorials, product documentation and blog content. This includes copy writing, technical writing,

page layout and markup, design and documentation of electrical circuits and Arduino programs, photography, video production and managing a team of writers, designers, makers and marketers.

Web Development and maintenance of company's e-commerce website.

Mentor and coach other teams in design, coding, and software engineering practices.

SENIOR WEB DEVELOPER
LIGHTSPEED RETAIL

2011-2013

Lightspeed Retail is rapidly growing startup that makes cutting-edge Point-of-Sale software.

Analyze, architect, build and deploy software license authentication API for 50,000+ users using OpenSSL for custom certificate generation and encryption.

Design and implement customer portal and RESTful API for SaaS delivery model of flagship product, integrating with multiple payment APIs and using standard frameworks (Zend Framework, Doctrine 2 and jQuery) and best practices (OOP, Agile, TDD, CI) and a LDAP-based SSO for user authentication.

Work in collaboration with design, support and sales units to build software tools that improve internal processes to optimize productivity and communication. For example; ERP, sales lead generation and tracking tools, sales reports, data visualizations, migration scripts, etc.

SENIOR DEVELOPER
PROJECT MANAGER

SPARKO

2010-2011

Sparko is a web design and development agency that specialized in custom web applications with complex domain logic.

Architect and develop interactive, object-oriented, back-end web applications using Zend Framework. Code asynchronous front end behaviors using jQuery. Projects include: business administration and infrastructure tools; product, order and inventory management, e-commerce, appointment booking and ERP systems.

Responsible for full software development lifecycle: assess the needs of clients, estimate time and cost of the project, plan and manage the development of the application according to requirements, deliver software on time.

Create a new Zend-based framework for use on all new projects. Maintain and add new features to existing projects.

Oversee the design of content architecture, navigation systems and user interfaces.

Educate and supervise the work of junior developers and interns. Ensure best practices, quality and usability of all products.

WEB PROGRAMMER
DESIGNER

INDEPENDENT CONTRACT

2005-2015

10+ years of creating custom websites and web applications for small businesses and community organizations.

Design, develop and maintain business web applications, including virtual shopping carts, credit card payments, Paypal integration, video uploading, streaming and downloading applications.

Modify, repair, update and expand existing applications.

RESEARCH ASSISTANT
PRODUCTION ASSISTANT

OBXLABS, HEXAGRAM-CONCORDIA CENTRE FOR RESEARCH-CREATION IN MEDIA ARTS AND TECHNOLOGIES

2008-2010

Obxlabs is a new media research and art creation laboratory at Concordia University focused on pushing the boundaries of computational expression.

Evaluate and recommend new hardware and software. Resolve hardware, software and system issues and maintain the LAN.

Develop and maintain documentation of systems, technical procedures and project assets. Wiki installation, design and maintenance.

Design, develop and maintain professional and appealing websites that showcase Obx's many projects, including award winning TimeTravellerTM website.

Research machinima production. Research, design, build and texture virtual sets and props. Avatar customization (shapes, skins, hair and wardrobe).

+ EDUCATION

2002 - 2012	**COMPUTER SCIENCES BACHELOR'S DEGREE - DISTINCTION**
CONCORDIA UNIVERSITY	Major: *Computer Applications*, Specialization: *Computational Arts*
1998-2000	**ENVIRONMENTAL SCIENCES**
UNIVERSITY OF CALGARY	Geography, Geology
Orientations	C++, Object Oriented and Functional Programming, Design Patterns, Databases, Software Engineering and Architecture, AI, Expert Systems, Computer Graphics, Electronics, Mathematics, Digital Arts, Fine Arts, Curation, Philosophy, Ecology, Interaction Design, Critical Thinking, Innovation, Audio Synthesis, Video Production.

+ SKILLS

Software Engineering	Lead complex software architecture and development from requirements analysis to final implementation.
	Excels at extracting system requirements from nontechnical clients.
	Experience working with an Agile methodology and iterative development.
	Test Driven Development. Unit Testing. Version Control. Continuous Integration.
	Ability to reverse engineer undocumented, legacy code.
	Analyze and improve existing code bases.
	Strong debugging and documentation skills.
	Strong visual communication skills: UML, Use Case Diagrams.
	Highly developed user experience and design sense.
Interpersonal	Strong leadership skills. Ability to guide collaboration between diverse teams.
	Eloquent communication; spoken and written.
	Strong interpersonal skills: empathy, patience, conflict resolution, consensus decision making, nonviolent-communication.
	Ability to explain complex abstract topics in simple language.
Thinking	Systems Thinking. Critical Thinking. Strategic Planning.
	Problem analysis and synthesis.
Languages	C, C++, CSS, HTML, Java, Javascript, JSON, jQuery, NodeJS, PHP, Python, Lisp, Shell Scripting(Bourne), SQL/MySQL/PostgreSQL.
Software / Protocols	Adobe Photoshop, Adobe Illustrator, Apache Ant, Arduino, Audacity, Bamboo CI, Blender, CakePHP 2 and 3, Code Ignitor, Composer, Doctrine 2, Final Cut Pro, GIMP, Git, Google APIs, LDAP, Magento, Mediawiki, Netbeans, OAuth 1 and 2, OpenCV, Open Frameworks, OpenGL, OpenSSL, PHPUnit, Processing, REST APIs, Second Life, Supercollider, SVN, Twitter Bootstrap, Unreal Engine, Wordpress, Zend Framework 1 and 2.
Platforms	AWS, EC2, Heroku, LAMP, Linux, Mac OSX, Windows XP / 7/ 8

+ LANGUAGES

English	Native speaker
French	Limited working proficiency

+ SIDE PROJECTS

I am a Media Artist. I collaborate with other artists, and show my work in galleries and at international festivals.

I teach programming to artists in local makerspaces.

+ OTHER SKILLS AND HOBBIES

Cycling, Gong fu, Tai chi, Gardening, Cooking
Electronics, Sewing, Reading
Travel, Camping, Adventure!