# Clint Gunter

## Full-Stack Developer with a Design Background

Coming from a multidisciplinary, design-focused educational background, I have accumulated 10+ years of experience in web design and development in the advertising space, the tech start-up space, and independently. I have a creative background, but have always been most interested in where creativity intersects with technology. Over the course of my career, I have gained more and more technical expertise, culminating with a Software Engineering Immersive training program with General Assembly, which was one of the best experiences of my life. In this program, everything I had already learned in my career combined perfectly with new ideas, technologies, and concepts to make me a much better equipped full-stack developer. While development is my main focus, I will always have an eye toward design. In 2023, I am looking to transition back to full-time employment after taking a break for career development, independent, and client work. As a team-oriented, team-first person, I can't wait to be a part of a team again.

### Contact

clint@clint.io
214-543-7181

### Location

Dallas, Texas
Open to relocating
Remote preferred

### Links

clint.io
github.com/futureclint
linkedin.com/in/futureclint

### Skills

| | | | |
|---|---|---|---|
| HTML | Aurelia | Git | UI/UX Design |
| CSS | Ruby | Shopify | Responsive Design |
| Sass/SCSS | Ruby on Rails | Liquid | Sketch |
| Flexbox | Node | PHP | Figma |
| Grid | Express | Laravel | Photoshop |
| JavaScript | MongoDB | Statamic | Illustrator |
| React | PostgreSQL | WordPress | |

## Recent Projects

### When to Go Outside                    github.com/futureclint/when-to-go-outside

After receiving data from the OpenWeather API based on the user's current location, this app parses, calculates, and displays the best hours to go outside on the current day. Future goals are to add more sophisticated algorithms, taking other factors into consideration, such as UV index.

↳ HTML, CSS, JavaScript, Git, Sketch

### Inflation Station                    github.com/futureclint/inflation-station

Using CPI data, this app calculates inflation and saves results as entries for users logged in. I created this to get some experience with Ruby on Rails and PostgreSQL. In active development is a major revision that overhauls the design, with the goal of being the best inflation calculator on the internet.

↳ HTML, CSS, JavaScript, React, Ruby, Ruby on Rails, PostgreSQL, Git, Sketch

# Relevant Past Experience

### General Assembly & Independent

Full-Stack Developer & Designer · 1/2021–Present                     Remote (Dallas, Texas)

As part of some life changes during the pandemic, I decided to take a some time to work on a variety of client and independent projects. I had two goals in mind with this move: increase the flexibility in my schedule for a period of time in order to handle a few life events, and to gain valuable experience by completing projects in a variety of new technologies. During this span I also completed a full Software Engineering Immersive training program with General Assembly that both solidified existing knowledge and added valuable technical skills to my arsenal. The experience at General Assembly also awakened a love for training and mentoring that I will carry with me for the rest of my career.

↳ HTML, CSS, Sass/SCSS, Flexbox, Grid, JavaScript, React, Ruby, Ruby on Rails, Node, Express, MongoDB, PostgreSQL, Git, UI/UX Design, Responsive Design, Figma, Sketch

### NetCuras

Front-End UI Developer & Designer · 8/2015–12/2020              Remote (Salt Lake City, Utah)

I worked primarily as a front-end UI developer on a remote, agile development team creating a SaaS web application to monitor and manage thousands of devices within large IT network infrastructure for enterprise. The app took incoming data from these devices and used D3 to visualize it on the front end in a way that these devices could be easily monitored and managed. The app used the MEAN stack and the Aurelia JavaScript framework, so I gained valuable experience developing complex UIs within this stack. Additionally, I contributed to the project as a designer, doing UX research, creating wireframes, icons, and branding where needed. I took ideas from concept to design to code, all on my own.

↳ HTML, CSS, Sass/SCSS, Flexbox, JavaScript, Aurelia, Node, MongoDB, D3, Git, UI/UX Design, Responsive Design, Sketch, Illustrator

### Holmes Millet

Interactive Designer · 7/2012–4/2014  →  Interactive Director · 4/2014–8/2015          Dallas, Texas

As part of a full-service advertising agency, I worked in the interactive department to create and maintain websites for 30+ clients in a variety of industries, using a variety of platforms. I was promoted to lead the department as Interactive Director, which included overseeing all web work the agency did and managing other developers and designers. The experience taught me how to work in a fast-paced environment, learning new skills as needed on the fly to keep up with evolving demands. Responsive design was one of our focuses, providing clients with websites and web apps that scaled seamlessly for use on mobile devices.

↳ HTML, CSS, Sass/SCSS, JavaScript, jQuery, Ruby, Ruby on Rails, Shopify, Liquid, Statamic, WordPress, Drupal, UI/UX Design, Responsive Design, Photoshop, Illustrator

# Degrees & Certificates

### General Assembly

Software Engineering Immersive · Certificate of Completion          Remote (New York, New York)

### The University of Texas at Dallas

Arts & Technology · Master's Degree                                   Richardson, Texas

### Texas A&M University

Environmental Design · Bachelor's Degree                            College Station, Texas