Dana Gabay

Software Engineer

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SUMMARY

I am a full-stack web developer with a background in customer experience providing exceptional solution-based products. I build intuitive and engaging applications applying effective user research to increase business revenue and client satisfaction. I enjoy managing complex tasks effectively adapting quickly in fast-paced environments to developing impactful digital experiences.

SKILLS

Technical Skills: Frontend development, Backend development, Database management, Version control and Deployment, RESTful APIs, CRUD operations, Authentication (JWT, OAuth), UI/UX Best Practices, Knowledge of computer science fundamentals such as object-oriented design, operating systems, algorithms, and data structures

Soft Skills: Problem-Solving, Adaptability, Communication, Collaboration, Attention to Detail, Time Management, Customer-Centric Mindset, Leadership, Teamwork, Conflict Resolution

Technologies and Tools: HTML, CSS, JavaScript, Python3, React, Django, Express.js, Bootstrap, Node.js, MongoDB, Mongoose, SQL, PostgreSQL, Git, GitHub, Postman, Chrome DevTools

EXPERIENCE

Software Engineer, Fellow | General Assembly | Remote | November 2024 – February 2025

Completed a Software Engineering Bootcamp at General Assembly, delivering 4 projects across the full software development lifecycle. Focused on building full-stack web applications, with an emphasis on both frontend and backend technologies such as HTML, CSS, JavaScript, React, Node.js, Express.js, MongoDB, Mongoose, Python3, and Django. Gained hands-on experience in building user-centric applications, API development, database management (relational and non-relational), and deploying projects to live environments.

Projects:

Fullstack Web Developer, *Simon* | [Live View](#) | [GitHub](#)

Technology: HTML, CSS, JavaScript

Simon is a memory game where players repeat an increasing sequence of lights and sounds. Each round, Simon adds a new step, making the sequence harder to remember. The game continues until the player makes a mistake.

- Built a browser-based Simon game from scratch using HTML, CSS, and JavaScript.
- Implemented game mechanics using JavaScript, including event listeners, sequence tracking, and user input validation. Styled the interface with CSS for a visually appealing design.

Fullstack Web Developer | *Binge Buddy* | [Live View](#) | [GitHub](#)

Technology: HTML, CSS, Bootstrap, JavaScript, Node.js, Express.js, Mongoose, MongoDB

BingeBuddy is a website to keep track of your watched movies and tv shows, add your personal rating, and explore other user's watched movies and tv shows.

- Developed a full-stack web app using Node.js, Express.js, and MongoDB, allowing users to add, update, and manage their watchlists.

- Implemented user authentication and CRUD functionality with Mongoose, ensuring secure and dynamic user interactions.

Fullstack Web Developer | *LegoDex* | [Live View](#) | [GitHub](#)
Technology: HTML, CSS, JavaScript, MongoDB, React.js, Heroku
Manage and organize your Lego collection with LegoDex. Browse an extensive catalog of Lego sets and seamlessly add them to your personal collection through an intuitive and user-friendly interface.
- Developed a full-stack web app using React.js and MongoDB, enabling users to manage and organize their Lego collections with dynamic CRUD functionality.
- Integrated a Lego set API for browsing an extensive catalog of Lego sets, along with search and filtering features to enhance user experience.

Fullstack Web Developer, GitHub Manager | *Shelf Space* | [Live View](#) | [GitHub](#)
Technology: HTML, Tailwind, Python3, Django, Neon PostgreSQL, Heroku
A book tracking app that allows users to manage and organize books they've read, are currently reading, and plan to read in the future.
- Led the development and setup of the app, ensuring smooth collaboration and timely delivery.
- Took a leadership role in managing the project's GitHub repository, accepting pull requests, and coordinating with team members to ensure quality and consistency.
- Worked collaboratively with a team of 3 developers to implement features, troubleshoot issues, and improve the overall UI/UX.

Care Coordinator | *Comfort Medhome Care inc.* | Maple, Ontario | August 2024 – Present
Managed client intake process coordinated personal support worker (PSW) placements and acted as the primary liaison between clients and caregivers to ensure seamless care delivery.
- Facilitated the onboarding and recruitment of PSWs, filling client requests efficiently.
- Maintained ongoing communication with clients and caregivers to ensure quality service and resolve any issues.
- Organized and updated client care plans, improving workflow and accuracy.

Makeup Artist, Beauty Advisor | *Sephora* | Vaughan, Ontario | August 2023 – August 2024
Delivered personalized beauty consultations and makeup applications, helping clients feel confident while enhancing product knowledge and sales.
- Provided one-on-one makeup consultations, tailoring product recommendations to client needs.
- Educated clients on skincare routines and product usage, boosting product sales and client satisfaction.
- Achieved daily sales targets while maintaining excellent customer service standards.

EDUCATION
Software Engineer Bootcamp | General Assembly | Remote | 2024
Full-time immersive program in Software Engineering consisting of 480+ hours of project work, professional training, and mentorship. Executed end-to-end full stack development processes for 4 projects, including setting up databases, handling RESTful API integrations, and building interactive frontends. Worked fully remote with teams using Agile methodologies, focusing on iterative development, continuous integration, and stakeholder presentations. Applied object-oriented programming (OOP), data structures, and algorithms while using Git and GitHub for version control in collaborative projects. Deployed projects using Heroku and Neon PostgreSQL and utilized Postman and Chrome DevTools for debugging and API testing.