

# Gilbert R. Reimschuessel

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Staff Software Engineer with 20+ years building accessible high-performance web applications. Experienced in technical direction leadership, architecting design systems, and delivering complex integrations in TypeScript, Next.js, and cloud environments. Skilled at solving ambiguous problems and driving high-impact solutions in collaboration with product and design.

## Career Highlights

- **Frontend Platform Leadership** — Owned engineering for the F5 Design System and Common UI, providing scalable, reusable React + TypeScript components that powered enterprise applications used by hundreds of engineers. Established best practices, design patterns, and technical documentation that accelerated adoption across teams.
- **Full-Stack & Cloud Experience** — Delivered production features and integrations using React, Next.js, Node.js, and Elixir/Phoenix APIs, deployed to AWS with CI/CD pipelines. Skilled in SQL databases (Postgres, MySQL) and experienced with observability and quality tooling (test automation, regression checks, accessibility validation).
- **Technical Strategy & Architecture** — Guided architectural planning and migrations toward token-driven component systems and modern workflows. Balanced long-term scalability with near-term delivery needs, reducing tech debt while enabling rapid iteration.
- **Mentorship & Collaboration** — Mentored engineers in React, TypeScript, CI/CD, and state management; reviewed PRs for quality and consistency; led workshops to scale knowledge and practices across distributed teams.
- **Cross-Functional Enablement** — Partnered with product managers, designers, and operations teams to translate complex requirements into intuitive, reliable, and performant web applications. Strong track record of simplifying workflows, improving efficiency, and ensuring customer-centric design.

## Education

**BS Computer Science**  
University of Utah, 2005

**AS Computer Science with University Honors**  
Weber State University, 2001

## Experience

### Principal Software Engineer – F5

*Oct 2022 – Jul 2025 · Remote*

- **Architected and maintained enterprise-scale React + TypeScript component libraries**, ensuring performance, accessibility, and maintainability across F5's enterprise applications.
- **Applied functional programming and TDD practices**, driving adoption of Jest, Vitest, and visual regression testing to enforce quality standards.
- Collaborated closely with **design teams and product stakeholders** to translate prototypes into polished, user-facing features with pixel-perfect fidelity.
- **Themed Material-UI** to align with F5's design system and initiated migration to a more flexible, token-driven component model.
- Served as a mentor and technical lead, reviewing PRs, guiding engineers in TypeScript best practices, and enabling **rapid prototyping while maintaining production quality**.

### Senior Software Engineer → Senior UI Engineer – F5 (Promoted)

*Apr 2019 – Sep 2022 · Draper, UT*

- Delivered high-impact UI and full-stack features across multiple product lines, balancing rapid delivery with **code quality and user experience best practices**.
- Developed core design system components to ensure consistent, **accessible UI** across product teams.
- Collaborated with designers and engineers to deliver **UI libraries with strong adoption and maintainability**.

### Senior Software Engineer – Strala

*Feb 2018 – Mar 2019 · Lehi, UT*

- Built and maintained **platform-level functional test automation** to improve product reliability and accelerate delivery across multiple teams.
- Delivered **full-stack features** leveraging Elixir/Phoenix APIs and React, ensuring performance and maintainability.
- Partnered with engineering leadership to **streamline CI/CD processes** and improve developer experience.

### Senior Frontend Engineer – Aptible

*Jul 2015 – Jan 2018 · Remote/Irvine, CA*

- Led front-end architecture for Aptible's **Ember.js dashboard**, backed by multiple Rails API microservices, ensuring scalability and performance.
- Designed and implemented **shared UI patterns** to accelerate feature development and maintain visual consistency across the platform.
- Built and maintained Aptible's **public marketing site** from the ground up, collaborating with design and product to deliver high-quality, brand-aligned user experiences.
- Contributed to developer tooling and processes, improving test coverage and deployment reliability.

### Senior Software Engineer – Artsy

*Jan 2011 – Jul 2015 · New York, NY*

- Served as a senior team member guiding **UX standards, front-end architecture, and design system patterns** across multiple web and iOS applications.
- Developed thick-client JavaScript applications served by a Rails/Grape JSON API, consumed by **three Backbone.js-driven web clients** and multiple iOS apps.
- Established **reusable UI components** and performance best practices to improve maintainability and reduce development time across projects.
- Partnered with designers, product managers, and engineers to rapidly evolve prototypes into production-ready experiences while maintaining **high accessibility and visual quality**.

### Owner / Operator – Independent Consultant

*Dec 2007 – Jan 2011 · Salt Lake City, UT*

- Led and delivered web software projects for clients in the US and Japan, covering **architecture, development, and UX consulting**.
- Built a **multi-language Ruby on Rails social networking platform** for Japanese market (mobjet.jp), optimized for mobile devices.
- Designed and developed **self-publishing platform** (YouPublish.com) with over 15K users across US, Japan, and China.

- Delivered **custom e-commerce solutions** including real-time inventory updates for OverstockDrugstore.com.
- Provided usability consulting and product development for NYC TechStars alumni RedRoverHQ.com.

### **Co-Founder / Designer / Software Engineer – OpenHallway**

*May 2009 – Jun 2010 · Salt Lake City, UT*

- Conceived, designed, and developed a **web-based SaaS usability testing platform** used by Disney, Intuit, and Getty Images.
- Built the application in **Ruby on Rails** with a Java applet for cross-platform screen and audio recording.
- Led branding, UX, and visual design for the product.
- Achieved acquisition by TryMyUI.com in June 2010.

### **Software Engineer – Raytheon Oakley Systems, Inc.**

*Jun 2006 – Dec 2007 · Salt Lake City, UT*

- Implemented **UI redesigns** for flagship J2EE product, SureView, **improving usability** of its screen recording replay and live network content analysis tools.
- Collaborated with product management and QA to **ensure compliance with** enterprise security, performance, and **accessibility requirements**.

### **Software Engineer / Project Manager – Accelas Inc. (DBA Objective Inc.)**

*May 2004 – Jun 2006 · Salt Lake City, UT*

- Delivered **dozens of custom web development projects** for advertising agencies, meeting aggressive deadlines and diverse platform requirements.
- **Led teams of 2–3 developers**, overseeing architecture, implementation, and client communication.
- Migrated internal CMS product (TweakCMS) from ASP/SQL Server to PHP/MySQL, **improving usability**, scalability and maintainability.
- Gathered client requirements, scoped projects, and provided technical estimates to agency partners.