

GAVRIEL MOR

Software Engineer - Frontend

Giv'atayim, Israel | EU Citizen | Relocating to Munich

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PROFESSIONAL SUMMARY

Frontend-focused Software Engineer with over 2 years of experience architecting and leading high-velocity (**avg. 19.5 PRs/month**) development of core product features and a company-wide Design System. Specializing in **TypeScript, React**, and **performance optimization** (Web Workers, OPFS).

EU Citizen seeking a mid-level role in Munich.

TECHNICAL SKILLS

Languages & Core | TypeScript, JavaScript (ES6+), HTML5, CSS3, SASS, Node.js

Testing & CI/CD | Jest, React Testing Library, E2E Testing, Docker, Jenkins, ArgoCD

Frontend Architecture | Design Systems, Performance Optimization, Web Workers, OPFS API

React & Ecosystem | React (Hooks), Tanstack Query, Emotion, Styled-Components, Storybook

Data Viz & UI | Highcharts, Perses, MUI, react-grid-layout

CORE VALUES & PROFESSIONAL FOCUS

Pragmatic Problem-Solver: Driven by a passion for finding the *right* solution, not just the easy one. I thrive on architecting robust, performant, and maintainable code that solves complex, real-world user problems.

Proactive Learner: My formal education was just the catalyst. I am a dedicated self-taught engineer committed to continuous growth, evidenced by my deep dive into advanced browser APIs and frontend architecture.

Future Focus: Actively deepening my expertise in large-scale frontend architecture, performance profiling, and distributed systems to build the next generation of fast, reliable web applications.

EDUCATION

Full-Stack Web Developer Certificate | HackerU | Tel Aviv, Israel

2021 - 2022

Intensive 530-hour vocational program covering modern web development technologies.

Complemented by continuous self-study in advanced frontend architecture and performance, forming the foundation for my professional role.

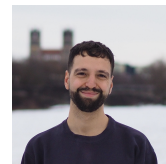
Foundational Computer Science Coursework | The Academic College of Tel Aviv-Yaffo

2020 - 2021

Completed a rigorous, university-level curriculum in core CS fundamentals, including **Data Structures, Algorithms (Big O notation), Discrete Mathematics**, and **Linear Algebra**.

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WORK EXPERIENCE

Software Engineer (Design System Lead) | Logz.io | Tel Aviv, Israel

Jul 2025 - Present

Design System Architecture (Lead):

Spearheaded the architecture of logz-ui (better known as LUI), the new company-wide Design System.

Defined contribution guidelines, developer documentation, and governance strategy.

Architected a token-based theming solution with Emotion and React Context and developed 150+ components in Storybook, improving developer velocity and UI consistency.

Mentorship & Code Quality:

Help mentor and onboard two junior developers, leading code reviews and pair programming sessions.

Improved frontend stability by authoring new E2E tests and resolving flaky tests within the Jest and React Testing Library frameworks.

Software Engineer | Logz.io | Tel Aviv, Israel

Oct 2023 - Jul 2025

Core Product Development ('Explore'):

Acted as a key developer for the 'Explore' log analysis platform, replacing a legacy Kibana solution. Engineered a performant UI featuring a virtualized data table, a Lucene-based search interface, and complex Highcharts data visualizations.

High-Performance Caching (OPFS):

Architected and implemented a non-blocking persistence layer using the **Origin Private File System (OPFS)** and **Web Workers**.

This resolved a critical cross-browser bug in a faulty IndexedDB implementation that blocked UI rendering and multi-tab data fetching, permanently improving application stability and performance.

Unified Alerting System:

Engineered the complete UI for a unified alerting system, merging log (Atlas) and metric (Grafana) alerts.

Collaborated with backend teams to define metadata and built a TypeScript data transformation layer to normalize disparate data structures into a single, cohesive user experience.

Dashboard Platform (Perses):

Contributed to the 'Unified Dashboards' platform by integrating and customizing the open-source Perses tool.

Implemented a custom MUI theme override, developed new drilldown features, and **contributed fixes back to the open-source Perses repository**.

LANGUAGES

HEBREW Native ENGLISH Native

GERMAN Beginner (A1) - *Actively Studying*