

# Gail E. Terman

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UI Architect bridging engineering, design, and product to build scalable, accessible enterprise applications; backed by full-stack engineering expertise.

**Fluent** in Typescript/javascript (incl. Angular, nx, jest, rxjs), Python, WCAG 2.2, REST API design, HTML/CSS  
**Experienced** in Vue, React, Ruby, Java, grammars/language design, Axure, Web Security

## WORK EXPERIENCE

**Broadcom/Symantec**, Burlington, MA

December 2015 – November 2025

*Principal Software Engineer and Technical UI Lead*

November 2021 – November 2025

- Conducted architectural and design reviews for front end development across the CloudSOC portal (10 million LOC, 10+ million MAU, 14 billion files scanned annually)
- Collaborated with design and product teams to ensure UI consistency and WCAG 2.2 Level A compliance while working within constraints of legacy in-house framework
- Planned migration strategy and established ngUpgrade framework to enable incremental migration from AngularJS 1.X to Angular 2+
- Designed and implemented code review and testing standards for the front end codebase
- Served as Scrum Master for the platform UI team, leading team PI planning and story grooming
- Educated engineering team on UI architecture and best practices through group presentations and one-on-one mentoring
- Continued to mentor junior software engineers

*Senior Software Engineer*

November 2016 – November 2021

- Led development of major features including cloud service rescan functionality
- Owned technical implementation and maintenance for several sections of the CloudSOC portal following Bluecoat acquisition
- Led three-person team to re-skin the CloudSOC portal following Symantec acquisition
- Mentored junior software engineers

*Software Engineer*

December 2015 – November 2016

- Contributed to DLP Enforce console and cloud-to-on-premise data inspection features

**83rd World Science Fiction Convention**, Seattle, WA

*Volunteer Head of the Virtual Division*

December 2024 – August 2025

- Architected and moderated a 2,000-person Discord server, adapting structure from previous conventions
- Designed and integrated multiple technology platforms (streaming, custom portal, Discord) to deliver 200+ virtual and streamed program items to 1,500+ attendees across 50+ countries
- Coordinated cross-divisional projects including timezone-extended programming and virtual exhibit hall walkthrough
- Recruited, trained, and managed 20+ volunteers to ensure smooth execution of convention operations

**Planorama Events, Inc**, Berlin, MA

*Founder, Volunteer front end developer and release engineer*

December 2023 – Present

Planorama Events, Inc is a 501(c)(3) non-profit developing a event logistics software stack used by multiple large (5k+ person) conventions with a focus on increasing the diversity and representation.

## EDUCATION

**Northeastern University**, Boston, MA

January 2010 – December 2013

*Bachelor of Science in Computer Science*

January 2014

**Bentley University**, Waltham, MA

September 2020 – December 2021

*UX Certificate*

December 2021