BRANON CONOR EUSEBIO

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SUMMARY

I'm a UX-focused software engineer wielding a powerful combination of skills. With a degree in behavioral neuroscience, a seasoned eye for best-in-class UX/UI, and a powerful command of modern technologies to build quality interfaces and experiences, my strengths lie at the intersection of technology and people. I strive to build intuitive, accessible, and scalable software that delights users and propels businesses forward.

SKILLS

- **Languages:** HTML, CSS, Javascript, Typescript
- **Skills/Tools:** React, Design Systems, Accessibility, CSS Frameworks, Component Libraries, WCAG, UX/UI Design, Feature Flags, Storybook, NodeJS/NPM, Express, MongoDB, PostgresQL, GraphQL, Git/Github, Unit & Integration Testing, GatsbyJS, NextJS, CMS platforms, AWS, REST APIs, Agile/Scrum, Jira, etc.

EXPERIENCE

Senior Design Technologist – *Endpoint*

May 2023 – PRESENT

- Drive the evolution of Endpoint's Design System, BlockParty, by defining cross-product UX/UI patterns, enhancing design system team processes, and building/maintaining components in Figma and code (React, Typescript, Styled Components, etc.)
- Foster a culture of experimentation by standardizing prototyping processes and building full-stack functional prototypes leveraging high-quality code, design system components, etc. (React, Typescript, NextJS, Netlify, Firebase, etc.)
- Collaborate closely with UX Research, Product, Design, and Engineering teams to test new features / product flows in user studies

Design Technologist – *Color Health*

Dec 2021 – March 2023 (Layoffs)

- Founding design system team member contributing to key design system decisions, cross-product UI/UX patterns, and building reusable UI components with maximum parity between Figma and code (React, Typescript, Material UI, CSS in JS solutions like styled components, etc.)
- Co-lead accessibility efforts across engineering and design orgs by performing codebase audits and implementing fixes across several products, socializing design process improvements, and more
- Also working on: moonlighting to product teams as a front end engineer, building custom Figma widgets, contributing to translation/localization architecture, CMS implementations, and more

UX Engineer – *Linus Health*

May 2021 – December 2021

- Built out new fullstack features for web portal applications using React, Typescript, Styled Components, Storybook, and many other modern web technologies

- Supported UX/UI Design teams by organizing design system components and maintaining product designs in Figma, architecting and implementing localisation flows, building design system component modules, and more

Founder, Software Engineer – *LIFTOFF Technologies*

Jan 2021 – PRESENT

- Bootstrapping a startup to build better productivity tools. My main product, [ListRocket](#), is currently live!

UX/UI Engineer – *Charter Healthcare*

May 2020 – May 2021

- Built a component-driven design system from scratch with a custom React app to house our documentation and increase adoption
- Overhauled Charter's corporate website to modernize the brand and offer a wide array of new features (React, GatsbyJS, Contentful CMS, SASS, Netlify, etc.)
- Designed and built a sleek intranet dashboard to centralize company communications (React, NextJS, Contentful CMS, SASS, Vercel, etc.)

Web Developer, Designer & Creator – *AXN Creative*

NOV 2019 – PRESENT

- Maximize online presence and impact for small businesses through freelance web development, web design, and more
- Create software development courses and content for tens of thousands of online students, teaming up with world class tech instructors like Colt Steele

Web Developer/Designer – *TheraMind*

DEC 2019 – MAY 2020: Web Developer/Designer, MAY 2017 – DEC 2019: Clinic Director

- Collaborated with a UX Designer to organize a design system and create web page mockups
- Built out a series of new, modern corporate websites for various TheraMind locations by implementing Figma design specs to help streamline patient and provider access to company resources

HONORS & ACCOMPLISHMENTS

- **HTML & CSS Bootcamp 2023 Edition** – Built and launched a [CSS course](#) on Udemy with [Colt Steele](#) – with close to a 5-star rating across thousands of enrolled students, February 2023
- **Hackweek A11y & Inclusion Award Winner** – I led a team in Color's company Hack Week to build a custom Figma widget that enables designers to do design peer reviews, inspired by engineering code reviews in Github, etc. Our project won the A11y & Inclusion award, August 2022
- **Mastering Typescript: 2022 Edition** – Built and launched a [Typescript course](#) on Udemy with [Colt Steele](#) – with close to a 5-star rating across thousands of enrolled students, July 2022
- **Friends of Figma, San Diego & SDSU** — Spoke to SDSU Design students about starting and navigating a design/tech career, April 2022

EDUCATION

B.S. Behavioral Neuroscience – *Westmont College*

AUG 2013 – MAY 2017

PUBLICATIONS

- **#TECH** - We Used UX Research After an Accessibility Audit. Here's What Happened., *Human Centered*, December 2022
- **#TECH** - Making Tech Products More Accessible in 5 Simple Steps, *Human Centered*, May 2022
- **#NEUROSCIENCE** - Assessment of multiple salivary biomarkers during repetitive transcranial magnetic stimulation (rTMS) treatment for major depression, *Psychiatry Research*, June 7 2021
- **#NEUROSCIENCE** - Treating dissociative post-traumatic stress disorder presenting as a functional movement disorder with transcranial magnetic stimulation targeting the cingulate gyrus, *Neurological Sciences*, May 2020