Brice Shatzer

www.BriceShatzer.com

brice.shatzer@gmail.com
319-239-2470

Chicago-based technologist with over a decade of experience building software for businesses of all sizes. Skilled in building both delightful user-facing interactions & pragmatic solutions, with a passion for the administrative and organizational processes around the craft of software development.

Tools & Technologies

- **"Vanilla" HTML, CSS, & JavaScript**
- **JavaScript** – *TypeScript / Flow*
  React / Preact / Svelte / Storybook.js
- **Node.js** – *Next.js / Express.js*
- **CSS** – *SASS / SCSS / LESS*
  TailwindCSS / styled-components

- **Build Tools** - *Webpack / Babel / Rollup / Vite*
  Gulp / Grunt / ESLint / Prettier / PostCSS
- **Testing** - *Jest / Mocha / Jasmine / Enzyme / Karma*
  Puppeteer / BrowserStack / LambdaTest
- **CI/CD** - *GitHub Actions / CircleCI / Bitbucket*
- **AWS** – *EC2 / S3 / Lambda / DynamoDB*

Work Experience

Consulting Software Engineer – Alpha Particle
January 2025 - Present

- Part of the team responsible for the complete rebuild and expansion of **Straight Arrow News**, a news site serving over 1 million active users each month
- Worked closely with designers and client stakeholders to translate editorial needs into scalable, performant, and accessible solutions
- Architected and built a custom video player that provides playlist and audio/video queuing features, enabling anonymous, persistent playback & personalized content consumption across multiple sessions
- Built on WordPress VIP using PHP & React, the site serves as the workspace for 50+ editorial staff and provides all of the content endpoints for the organization's iOS & Android apps

Senior Software Engineer – W.W. Grainger, Inc.
October 2021 - September 2024

- Part of the Core Engineering team, which collaborated across the 1000+ person engineering organization to design & build system-wide technological solutions that saved over 5,400 hours of engineering work
- Architected, built, and supported initiatives like the **Grainger Design System**, **GCOM Micro Frontend (MFE) Core library**, & other internal NPM packages which enabled the migration from a singular, monolithic application to multiple micro frontends
- Provided technical knowledge sharing and guidance to other teams on best practices in React, Next.js, TypeScript, Storybook.js, styled-components, & accessibility (WCAG) and established cross-team technological standards while reducing engineering overhead
- Supported multiple infrastructure transitions, helping rewrite CircleCI Orbs to GitHub Actions and migrating services from on-prem to AWS cloud solutions
- Worked as part of an independent group to standardize the technical portion of the development interview process across the organization
- Participated in the interview & hiring process for developers across the company and on-boarded, mentored, and supported new hires within our team in particular

Senior Software Engineer – PayPal
July 2020 - August 2021

- Part of the Checkout Integrations team that worked on the company's flagship service which handles $100+B in payment volumes across 200+ countries for millions of active users a month
- Primarily supported the **JavaScript SDK**, working in Preact, Flow, Storybook.js & Express, enabling anyone to accept payments on their website
- Developed critical **"Pay w/ Venmo"** desktop solution, enabling seamless cross-platform payment experiences for customers and unlocking an entirely new payment source for vendors
- Wrote, curated, and published comprehensive documentation around the various tools, libraries, & SDKs that are used both internally and made available to the open source community

Software Engineer – Onion Inc. | G/O Media
September 2017 - April 2020

- Part of the team that worked on **Kinja**, the CMS powering some of the internet's favorite sites like Gizmodo, Lifehacker, Kotaku, and The Onion; reaching 85-100 million active users a month
- Assisted in a comprehensive platform transformation, migrating from Scala with Closure templates and Backbone + Marionette to a modern Isomorphic JavaScript (Express & React) architecture
- Created a **testing utility** that enabled consistent and repeatable performance benchmarking
- Implemented & maintained advertising integrations which optimized delivery & tracking, ensuring high performance and reliability across the platform

Software Engineer – Doejo
February 2016 - April 2017

- Led development on various projects at a digital agency specializing in enterprise WordPress VIP solutions for high-profile clients
- Provided technical advisement to various stakeholders throughout the sales and development process
- Served as a resource for junior developers through pair-programming and code reviews
- Handled development of client projects and internal tools across the entire stack

Web Developer II – GoHealth
September 2015 - February 2016

- Created and updated sites used in paid search, display advertising, and affiliate marketing efforts
- Coordinated with external clients to create branded gateways onto the platform
- Generated technical documentation and recommendations for future improvements on multiple legacy code bases

UI/Front-End Developer – Packback
November 2014 - September 2015

- Designed and implemented responsive views for projects built using AngularJS and Laravel
- Built and maintained the toolchaining, build processes, and Bower packages, used to build the front-end systems across all company projects
- Provided ad-hoc updates to Laravel API microservices

Web Developer/Designer – Links Technology Solutions
April 2012 - July 2014

- Provided JavaScript development for various projects
- Converted static visual design documents and wireframes to fully functional sites
- Handled occasional graphic design work consisting primarily of asset manipulation/creation
- Updated content across various platforms and technologies

Content & Technology Staffer – World Fantasy Games
February 2009 - October 2010

- Created requirements documentation and wireframes for the development of multiple mobile applications
- Created multiple user manuals for use by new employees and various other staff
- Provided ad-hoc graphic design and audio/video production
- Managed content on multiple fantasy sports web sites
- Assisted in managing multiple corporate social media identities

---

Education

Carthage College – *Kenosha, Wisconsin*
Bachelor of Arts in Communication/Digital Media