

James Friedenber

Frontend Web Developer / Software Engineer

(845) 245-9249

jamesfriedenber@gmail.com

SUMMARY

Frontend web developer with expertise in React, TypeScript, and modern frameworks like Next.js and Vite. Experienced in working as a team to build performant, scalable web applications and interactive user interfaces, with a strong background in automated testing, cross-functional collaboration, and live event platform support.

SKILLS

Languages & Frameworks

TypeScript, JavaScript, React, Next.js, Vite, Angular 2+, C#, C++

Tools and Platforms

Git, Node, Bootstrap, Tailwind CSS, Material UI, ESLint, JIRA, Confluence, MURAL, Rally, Scrum

EXPERIENCE

Mojang Studios (Insight Global Contract)

SOFTWARE ENGINEER

MARCH 2022 - PRESENT

- Engineered a React-based web application used by Mojang and external partners to manage live event configurations, improving workflow efficiency and reducing manual setup errors.
- Designed and engineered the prototypes for several gameplay systems in the 2023 Minecraft Legends Live Event which led to a seamless release for over 3 million players
- Assisted in the successful launch of Minecraft's Live Events platform by pioneering the game's first automated multiplayer performance testing.
- Supported studio teams with React UI improvements, performance testing, and development tools, ensuring seamless live event rollouts.

DIGARC (Modern Campus)

QA AUTOMATION ENGINEER

MARCH 2021 - MARCH 2022

- Updated and maintained over 3000 Protractor automated tests, ensuring reliable frontend regression coverage.
- Led Agile team meetings, assessing release readiness and quality for production deployments.
- Created test plans and coordinated progress tracking across development and QA teams.

Andromeda Systems Incorporated

SOFTWARE DESIGN ENGINEER IN TEST

AUGUST 2019 - MARCH 2021

- Developed over 200 automated C# Selenium WebDriver tests for frontend systems, boosting test coverage and deployment confidence.
- Engineered Angular components for administrative tools, combining database queries with UX enhancements to improve client operations.

Lenel Systems International

QA AUTOMATION ENGINEER CO-OP

JANUARY 2018 - AUGUST 2018

- Worked on an Agile team developing a cloud-based product, contributing JavaScript Selenium WebDriver automated tests.
- Participated in product design meetings and collaborated on frontend feature testing and improvements.

EDUCATION

Rochester Institute of Technology

BS in Game Design and Development

August 2015 – May 2019