

Louis Sankey

Frontend Developer | React Engineer | SF Bay Area | sankeylou5@gmail.com

[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

Professional Summary

Frontend developer with extensive experience in React and cross-platform development, specializing in creating intuitive user interfaces and responsive web applications. Strong focus on performance optimization and modern frontend architecture. Proven track record of building and deploying successful applications with emphasis on user experience and interactive design.

I'm particularly drawn to Space Runners' mission of democratizing fashion design through technology. The combination of AI-powered design tools, blockchain technology, and creator empowerment presents exciting technical challenges that align perfectly with my interests in building intuitive user interfaces and working with emerging technologies. The opportunity to contribute to a platform that enables creative expression while solving complex technical challenges in Web3 and AI integration is exactly the kind of innovative work I'm looking to pursue.

Skills

React.js	HTML5	CSS3	JavaScript (ES6+)	TypeScript	Chakra UI	SEO Best Practices	Web3	
Jest	Cypress	Playwright	AI Tools	Responsive Design	UI/UX Design	Figma	REST APIs	Git
Node.js	Redux	Performance Optimization			Cross-Browser Compatibility	Web Accessibility		Firebase
GCP	AWS	CI/CD	MongoDB	Express.js				

Professional Experience

Founder | Frontend Developer

Spiral [Jan 2023 - Present] | <https://fibfocus.com>

Built and launched a responsive web application with a complementary mobile app, focusing on intuitive user experience and performance.

- Developed a modern React application with responsive design and cross-browser compatibility
- Implemented performance optimizations including lazy loading, code splitting, and caching strategies
- Created reusable UI components and established a consistent design system
- Built interactive features using modern JavaScript and state management with Redux
- Integrated RESTful APIs and implemented real-time updates using WebSocket

Full Stack Developer

Dabble [July 2021 - July 2022] | <https://dabblewriter.com>

- Built interactive UI components and features using Svelte and modern JavaScript
- Designed and implemented user-facing features including navigation, image uploads, and search functionality
- Integrated third-party APIs like Unsplash and Google Docs
- Collaborated with designers to translate Figma mockups into pixel-perfect implementations

- Participated in code reviews and pair programming sessions to maintain high code quality

Founder | UI/UX & Mobile Developer

Darkhorse Fantasy Sports [June 2016 - May 2020] | [Download iOS](#) | [Android Repo](#)

- Designed the product UI/UX, including Figma prototypes, branding, and mobile UI layouts
- Design marketing materials, and app store screenshots
- Built native iOS and Android apps using Swift and Java, incorporating platform-specific UI/UX best practices
- Engineered a serverless backend with Google Cloud Functions, handling real-time sports data updates

Frontend Projects

Quik - Meetups & Connections

A modern meetup platform built with React and Node.js, featuring an intuitive UI and responsive design.
<https://quikmeetups.com>

Lightning Algo

An interactive algorithm visualization platform built with React, featuring dynamic animations and responsive design.
<https://lightning-algo.vercel.app/splash/>

NFT Subgraph Explorer

A Web3 application built to explore and query blockchain data using The Graph Protocol and GraphQL, focusing on NFT transactions and metadata.
https://github.com/LouieSankey/NFT_Subgraph

Education

University of California, Davis

B.A. Philosophy [2014]

- Coursework in logic and formal reasoning
- Developed strong analytical and problem-solving skills applicable to software development

Full-Stack Software Engineering Bootcamp

Thinkful / Bloc [March 2020 - June 2021]

- Completed intensive training in modern frontend development
- Built responsive web applications using React
- Focused on UI/UX design principles and modern JavaScript practices