Max Wilhelmi
Web UI Engineer

Summary

Resourceful developer with a flair for writing flexible and concise solutions. Developed systems for transforming and displaying API driven data, and created versatile, responsive pages and navigation features while bringing glamour to stale content. Passionate about creating intuitive user experiences while remaining vigilant of brand, code, and development standards.

Experience

Jan. 2022 - March 2022

UI Engineer
Cirrus Insight

- Design and build reusable UI components which engineers can utilize in other components, to expedite the SPA development process
- Build API interfaces that dynamically update and reflect user settings, as a user interacts with UI elements
- Refactor code in adherence to strict, legacy-compatible design standards

April 2020 - Dec. 2021

Web UI Engineer
Rocket Mortgage (formerly Quicken Loans)

- Create and maintain enterprise level object-oriented, single page apps utilizing Angular 2, TypeScript, HTML, Sass, and occasional PHP
- Maintain API interfaces that update and react to UI elements
- Directly responsible for preventing, resolving, and responding to outages
- Perform code reviews and QA testing of peers' work on a daily basis

Jan. 2019 - Feb. 2020

Senior Front End Web UI Engineer
Fathead LLC

- Improved user experience through a mobile and tablet responsive, ground-up redesign of the homepage and site-wide navigation banner
- Maintained API systems for dynamic styling, images and copy
- Frequently designed, then implemented changes to site-wide UI elements
- Exhibited clear inter-team communication to address bugs and enable feature development in a way that takes advantage of others' expertise

Sept. 2017 - Dec. 2018

Web Developer
Lansing Community College, Marketing Department

- Developed JavaScript based API integration for getting, sorting, and displaying up-to-date career outlook data for each college program
- Improved user experience through a complete UI overhaul of the former LCC website, handling over 17,000 assets
- Revised and updated content daily for all college departments while staying consistent with brand standards and visual themes

Education

Graduated Dec. 2016

Michigan State University, B.S. in Media and Information, Minor in Video Game Design

- Designed then built game mechanics and systems with C#
- Excelled at user interface design, development, and implementation
- Utilized my art and programming capabilities to become an effective and versatile content creator, working as both artist and developer

Personal Info

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LinkedIn
linkedin.com/in/max-wilhelmi

Portfolio Site
maxwilhelmi.github.io

Languages

JavaScript (ES6) ●●●●● Native

CSS, Sass ●●●●● Native

HTML 5 ●●●●● Native

TypeScript ●●●●● Native

Angular 2+ ●●●●○ Proficient

Vue 2 ●●●●○ Proficient

C# ●●●○○ Experienced

Skills

API Integration ●●●●● Native

Git ●●●●● Native

Confluence, Jira ●●●●● Native

Unit Testing (Jest, Jasmine) ●●●●○ Proficient

Npm ●●●●○ Proficient

Docker ●●●○○ Experienced