

# Max Wilhelmi

## Web UI Engineer

Developed UI systems for transforming and displaying API driven data, and created reactive pages while bringing glamor to stale content. Passionate about creating intuitive user experiences that maintain brand and development standards.

### EXPERIENCE

#### Hanson Inc. — *Front End Developer*

JANUARY 2023 - PRESENT

Built an injectable Vue 2 app where I created dynamic page routing, reusable asynchronous components, navigation elements, api services, and Vuex data stores while strictly adhering to documentation and mockups. Consistently provided solutions for undocumented API data by working closely with backend developers and refactoring existing components to enable comprehensive features.

#### CU Solutions Group — *Front End Developer*

MAY 2022 - DECEMBER 2022

Held senior design and development responsibility on a site-wide rewrite from Angular to Vue 3, encompassing asynchronous reactive components, site-wide reusable styles, and reactive data stores. Developed API services to handle large data sets with filtering, sorting, pagination, error handling, and authentication.

#### Cirrus Insight — *UI Engineer*

JANUARY 2022 - MARCH 2022

Built reactive and reusable UI components to expedite the SPA development process, all of which were screen-responsive and followed brand visual standards.

#### Rocket Mortgage — *Web UI Engineer*

APRIL 2020 - DECEMBER 2021

Create and maintain enterprise level single page apps with API driven UI utilizing Angular 2, TypeScript, HTML, Sass, and occasional PHP. Built multiple pages and components in strict adherence to brand standards with end-to-end unit testing.

#### Fathead LLC — *Senior Front End Web UI Engineer*

JANUARY 2019 - FEBRUARY 2020

Improved user experience through a responsive, ground-up redesign of homepage and navigation elements where I contributed heavily in both UX design and development. Maintained API systems for dynamic styling, images and copy.

#### Lansing Community College — *Senior Front End Web Developer*

SEPTEMBER 2017 - DECEMBER 2018

Designed then built a site-wide UI overhaul, with API driven reactive UI elements.

### EDUCATION

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

AUGUST 2012 - DECEMBER 2016

Designed and built video game mechanics and systems with C# where I utilized my art and programming capabilities to become an effective and versatile creator.

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### LANGUAGES

JavaScript (ES6)

TypeScript

Vue 2 & 3

Angular 2+

CSS, SASS, SCSS

HTML 5

### SKILLS

API Integration with  
Front-End UI Elements

Client-Side Validation,  
Error Handling, and  
Data Transformation

Store Implementation  
(Pinia, Vuex, RxJS)

Integration of 3rd  
Party Libraries

Git

Node Packages (NPM)

Unit Testing

Project Management  
(Confluence, Jira,  
ClickUp, Craft.io, Azure  
DevOps)

Mockup Management  
(Invision, Miro)