

# RACHEL BAZELAIS

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Experienced software engineer with a focus on building engaging & accessible digital experiences. Specializing in building high-performance design systems and component libraries.

## RELEVANT WORK EXPERIENCE

**Freelance Software Developer (Remote)** | 01/2024 – Present

- Deliver full-stack web and mobile applications for startups and game studios using React, TypeScript, and Node.js, taking projects from concept to launch.
- Build interactive MVPs in agile, 0-to-1 environments, focusing on user-centric design and rapid prototyping to validate customer acquisition strategies.
- Provide front-end consulting and technical audits, offering actionable recommendations to improve code quality, performance, and architecture.

**Undead Labs (Microsoft)**, Seattle, WA (Hybrid)

UI Engineer | 09/2021 – 12/2023

- Engineered the core UI data bridge for real-time, glitch-free synchronization of complex game state, directly impacting user experience and engagement.
- Contributed to a 4-month migration from React to Svelte, achieving a 30% reduction in memory usage and a measurably faster interface.
- Architected a scalable, accessible (WCAG) component library as the single source of truth, establishing design system patterns that accelerated feature development.
- Solved state management challenges by implementing XState, synchronizing UI with dynamic data, and eliminating race-condition bugs.
- Built an automated UI testing suite with Playwright in CI/CD, catching regressions pre-release and reducing UI bug reports.

**Yebo Technologies Inc.**, Seattle, WA (Remote)

Software Engineer | 09/2019 – 03/2021

- Developed high-performance, cross-browser features for a 3D web game engine, ensuring consistent rendering and behavior through deep root cause analysis.
- Built the front-end for a simulation authoring tool using Polymer/LitElement, empowering designers via a no-code interface by directly implementing user requirements.
- Acted as primary liaison between design and end-users, incorporating feedback to improve usability, accessibility (WCAG), and application stability.

## TECHNICAL SKILLS

**Languages & Frameworks:** TypeScript, JavaScript (ES6+), React, Svelte, Node.js, HTML5, CSS, Python, Java

**Tools & Systems:** Git, CI/CD, Playwright, XState, Redux, Figma, Jira, Confluence

**Core Engineering:** Accessibility (WCAG), Design Systems

## EDUCATION

**Western Governors University**

Bachelor of Science • Computer Science • Expected Graduation Spring 2027

**Codepath Alumni:** Advanced Web Development, Intermediate Web Development, Technical Interview Prep II