

# Aaron Black

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## SUMMARY

Frontend Engineer with 6+ years of experience designing and building dynamic, personalized, and user-friendly web applications. Specializes in creating scalable, high-performance interfaces with a focus on exceptional user experiences, accessibility, and responsive design. Proven expertise in leveraging technologies like React.js, TypeScript, and SCSS to deliver tailored solutions that meet diverse user needs. Passionate about performance optimization, API integrations, and creating engaging, intuitive designs that prioritize usability and personalization. Strong technical leadership in collaborative, fast-paced environments, mentoring teams to deliver impactful, user-centric products.

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## EXPERIENCE

### Senior UI Engineer

#### Scorpion

Feb 2021 - present

- Played a key role in the frontend development of Scorpion's flagship Revenue Max platform, an AI-driven solution designed to optimize client revenue through targeted marketing and data insights.
- Lead frontend development for multiple projects, driving innovation in user engagement platforms using React.js, TypeScript, and SCSS.
- Mentor and onboard frontend developers by conducting hands-on training sessions on React.js, project architecture, and best practices, accelerating their contribution to production code.
- Spearhead the development of tools and animations from scratch, enhancing the user interface for marketing campaigns and contributing to increased user engagement metrics by 20% and reduced bounce rates by 15%.
- Collaborate with backend engineers and cross-functional teams to integrate seamless API connections and optimize web performance, consistently improving page load times by 30%.

### Software Engineer

#### GameDev HQ

Sep 2020 - Dec 2020

- Developed multiple 2D/3D games using Unity and C#, with a focus on user-friendly design and cross-platform compatibility.
- Contributed to iOS and Android mobile game development, emphasizing smooth UI/UX design principles and performance optimization.
- Collaborated with the design team to implement engaging in-game UI elements.
- Conducted peer code reviews to ensure adherence to coding standards, identify potential bugs, and promote a maintainable codebase.

### Front End Web Developer

#### Job Pixel

April 2020 - Sep 2020

- Designed and implemented a dynamic user interface using React.js, HTML, CSS, and JavaScript, collaborating with a global team to deliver a Minimum Viable Product (MVP).
- Integrated Google Analytics to track user behavior, using insights to inform design decisions and improve user engagement by 15%.
- Collaborated with stakeholders and cross-functional teams to develop detailed user stories and user flows, ensuring seamless user experiences and alignment with project goals.
- Created reusable React components, enabling faster development cycles and improving codebase scalability.

### Web Developer and Business Consultant

#### Barefoot Life

Jan 2017 - Dec 2020, Lihue, Hawai'i

- Designed responsive websites for small businesses, ensuring optimal user experience and SEO performance.
- Provided business consulting on web development strategies, helping startups establish a strong online presence and efficient digital workflows.
- Trained small business owners on website management tools, empowering them to maintain their digital presence independently.
- Implemented e-commerce solutions, integrating payment gateways and inventory management systems to streamline online sales for clients.

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## EDUCATION

### Bachelor of Arts in Spanish

Minor in Anthropology • University of North Florida • Jacksonville, FL

### Master of Science in Software Development

Maryville University • St. Louis, MO

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## SKILLS

Backend/Cloud: Node.js, Python, AWS, Jenkins, Terraform

Development Practices: UI/UX Design, Responsive Web Design, Test-Driven Development, Continuous Integration, Agile/Scrum

Frontend Technologies: HTML5, CSS3, TypeScript, JavaScript, React.js, Angular, SCSS, Bootstrap

Tools: Git, GitHub, Figma, Adobe XD, Google Analytics, GitKraken

