Alexander Fiodorov-Miller

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SUMMARY

UI/UX-focused software engineer specializing in intuitive interfaces, interaction design, and user-centered product development. Experienced in building polished, high-performance applications across web and mobile, with a strong foundation in React, TypeScript, and modern frontend architecture. Passionate about crafting elegant user experiences and collaborating closely with designers, PMs, and cross-functional teams.

EXPERIENCE

OPTIC SYSTEMS   Remote
Software Engineer   Nov 2025 – Present
- Designed and implemented UI components for a 360° video inspection platform, improving clarity and usability for field technicians.
- Built interactive mapping features using geoJSON, GPX, and custom visualization layers.
- Modernized legacy UI flows, reducing user friction and increasing task completion speed.
- Collaborated with designers to prototype new interactions and refine visual hierarchy.

AUTOZONE   Memphis, TN
Software Engineer   Jun 2025 – Aug 2025
- Developed high-traffic product page interfaces using React + TypeScript with a focus on accessibility and responsive design.
- Built an NLP-powered diagnostic tool with a clean, guided UI that improved user engagement.
- Conducted UX audits and implemented improvements that reduced bounce rates on key flows.
- Deployed frontend features on Google Cloud with performance-first optimizations.

INSTITUTE FOR INTELLIGENT SYSTEMS   Memphis, TN
Software Engineer Intern   Jan 2025 – May 2025
- Redesigned key workflows in Glyphwitch, a research annotation tool, improving usability and reducing cognitive load.
- Boosted interface responsiveness by 25% through targeted performance tuning.
- Conducted user testing sessions with researchers and translated insights into UI refinements.

EMPRINNOS   Memphis, TN
Co-Founder & Software Engineer   Jul 2019 – Aug 2023
- Led UI/UX design and frontend development for a CS education platform reaching 1M+ learners.
- Reduced page load times by 45% through performance-driven frontend architecture.
- Conducted A/B tests to optimize onboarding flows and improve retention in low-bandwidth regions.

EDUCATION

UNIVERSITY OF MEMPHIS   Memphis, TN
B.S. in Computer Science   Aug 2021 – May 2025
Magna Cum Laude

SKILLS

Frontend/UI: React, TypeScript, JavaScript, React Native, CSS architecture, component systems
UX: Interaction design, prototyping, user testing, accessibility, responsive design
Tools: Figma, Storybook, Framer, Expo Backend: Node.js, SQL, REST APIs
Languages: English, Spanish (fluent), German (conversant)