Andrew Westling Software Engineer

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Seasoned web engineer, with a background in design and architecture. Specialty in crafting resilient web applications, with a particular emphasis on design systems and both front-end and full-stack features. Skilled with TypeScript, React, Next.is. Tailwind, and more. Dedicated to optimizing processes for scalability and fostering effective teamwork and communication.



Experience

Senior Design Engineer

2024-Present

Alloy · New York City

Solving problems that arise where design and engineering overlap. Alloy is a platform for fraud management, identity decisions, and regulatory compliance.

Senior UI Engineer

2023-2024

Droit · New York City

Front-end application development. Droit builds tools for decision-making and global regulatory compliance for financial institutions.

- Applications: productionized and delivered the first version of a new application to help analysts validate transaction reports before they are sent to regulators
- Design systems: improved build performance and developer experience of Droit's component library

Senior Software Engineer

2022-2023

Forte · remote (New York City)

Feature development. Setting up tools and culture. First engineering hire. Forte is a purpose-built music education platform for teachers and students.

- From scratch: set up Forte's Next.js application from the ground up; chose tools and workflows to enable quick iteration; established a component library for consistent user experience
- Built features: built the first iteration of various customer-facing features for Forte's marketplace: Teacher Profiles: Certified Institutions: Invitations and Sign Up; Teacher Ratings and Reviews; "Switch Role" functionality; etc.
- UX/Product Architecture: informed the UX, product flow, and overall architecture of a multi-role marketplace application

Tools

General

TypeScript, JavaScript, Rails, Django, Vercel, Heroku, AWS, CircleCI, GitHub, Docker, Segment, Linear, Figma, Visual Studio Code

Front End

React, JSX/TSX, Next.js, GraphQL, Apollo, Prisma, Jest, Node.js

Tailwind, Flowbite, Ladle, Storybook, Stitches, Radix, styled-components, Theme UI, MDX, SCSS, Tachyons, HTML/CSS



B.Arch, Architecture **University of Oregon**



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Senior Front End Engineer

Monograph · remote (New York City)

Design system and feature development for Monograph's applications. Monograph makes tools to help architecture firms manage their projects, budgets, and tasks.

- Design systems: built components for Monograph's component library; wrote documentation and set up workflows between Figma and the codebase
- Features: built customer-facing features: Team Directory; filter functionality for Monograph Resource; Settings UI; "Consultants" feature; etc.
- "Glue" work; a lot of hard-to-quantify things like process documentation, choosing tools, configuration, code reviews, data migration scripts, customer support collaboration, bug triaging, etc.

Software Engineer

2018-2021

Better.com · New York City

Design system and feature development for Better's loan origination platform. Better.com is a mortgage lender.

- Design systems: established Better's Design Systems team; built libraries to empower engineering teams to build consistent and clean UIs
- Features: built assorted borrower-facing features: Redisclosure Service; "Required Assets and Buffer" logic; Authentication/Session Expiration; UX for uploading a competitor's Loan Estimate; Loan Overview page; etc.
- Integrations: extended integrations with sales and marketing tools (call scheduling, A/B testing, etc.)

Software Engineer

2015-2018

Architizer · New York City

Full-stack and front-end feature development and infrastructure maintenance. Architizer is a platform to help architects find products for buildings.

- Component libraries: established and maintained a UI component system to speed up feature development, and improve collaboration with designers
- Features: built internal- and external-facing features: a private messaging interface; directory interfaces to Solr search indexes; etc.
- Integrations: extended integrations with external tools for analytics, error logging, marketing, and customer support

Software Engineer

2014-2015

EyeCue Lab · Portland, Oregon

Internship-to-hire. Consultancy/agency setting. Built marketing pages and full-stack features for web applications and client projects.

AppleCare Advisor

2013-2014

Apple · remote (Eugene, Oregon)

Technical phone support and customer service for macOS products while completing dearee.

2021-2022