

# Ann Stramer

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## Professional Summary

Frontend Engineer building scalable, high-performance web applications. Experienced in React, Next.js, and modern front-end architecture, with a foundation in motion-driven interfaces and interactive UX. Skilled at delivering full-feature slices, designing reusable systems, and applying thoughtful interaction design to enhance usability. Growing toward deeper architectural ownership while consistently raising the quality bar.

## Experience

### Frontend Engineer Intern | Frontend Simplified

April 2005 – Present

- Transformed a static React SPA into an interactive, animated interface with transitions, carousels, and motion-driven feedback.
- Integrated APIs to render dynamic data with skeleton loaders, pagination, and dynamic routing.
- Collaborated virtually via Git/GitHub, contributing to team-based development workflows.

### Frontend Engineer & UX Consultant | Freelance | Los Angeles, San Francisco

2004 – Present

- Designed and built scalable web and mobile applications, interactive dashboards, and rich media advertising for private clients and startups.
- Applied motion and animation to enhance usability and engagement while maintaining reusable code structures.
- Partnered with cross-functional teams to align user experience with business requirements and project goals.

*Note: Partial focus on family caregiving during 2014–2025 while continuing freelance skill development.*

### UX & Frontend Engineer | Pink Zulu Labs, Inc. (Start-Up) | San Francisco, CA

2013

- Led frontend architecture and UX for a mobile image manipulation application; managed beta users and drove iterative design based on usage insights.
- Designed reusable components, structured state architecture, and built interactive features that scaled across web and iOS.
- Represented the product at strategic partner events, contributing directly to contract signing and funding acquisition.

### UX & Frontend Engineer | MoodSync, Inc. (Start-Up) | San Francisco, CA

2010 – 2012

- Prototyped and implemented desktop and web applications for mobile image sharing service, optimizing for maintainability and scalability.
- Observed and translated beta user behavior into feature design and interaction patterns.
- Delivered partner-facing web applications using modern front-end stack with attention to usability and performance.

### Frontend Engineer | UCLA Freelance Project | Los Angeles, CA

2008 – 2009

- Built server-integrated interactive web application to teach children physics, integrating AR and video servers.
- Developed custom OOP classes, dynamic 3D simulations, and coordinated front-end system architecture.
- Applied JSON and physics engines to render live, interactive educational content.

### Interactive Systems & Motion Developer | Freelance Clients | Los Angeles & San Francisco, CA

2005 – 2008

- Delivered programmatic motion graphics and interactive experiences for enterprise and boutique clients, including Lotus, Alpine, Nokia, Logitech, Panasonic, and Nestle.
- Built reusable front-end systems integrating HTML, CSS, JavaScript, WordPress, and XML/JSON-driven data.
- Applied motion design as functional enhancement, improving usability and engagement within engineered interfaces.

**Early UX & QA Roles** | Various Startups & Agencies | San Francisco, CA

2000 – 2005

- Conducted beta testing, QA, and user experience design for web and financial applications.
- Produced rich media assets for Fortune 500 clients while maintaining technical precision and meeting deadlines.

## Technical Skills

React | Next.js | Node.js | JavaScript | TypeScript | Vite | Git/GitHub | CSS/SASS | APIs | AR/3D simulations | Motion & Interaction Design

## Education & Certification

**Frontend Development Certificate** | Frontend Simplified | [Certificate](#)