

## Austin Taylor

Determined and Curious Optimist (Frontend Engineer) | Atlanta, GA

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With a design-oriented approach and background in the film industry, I offer a unique blend of skill and creativity to every team I'm on. My proficiencies in **TypeScript**, **Next.js**, state management, and UI libraries provide a firm foundation to tackle new problems. With a passion for **mentorship** and a constant **drive to learn**, I am eager to contribute to a **Front-End** role with upward mobility, positively impacting a team while embracing new and exciting challenges.

### Skills

- **Highly Skilled** in **TypeScript**, **Next.js**, JavaScript, React, Figma, HTML, CSS, Git, TailwindCSS
- **Proficient** in Redux, RESTful APIs, E2E Testing, Firebase, Cypress, Various UI and Component Libraries

### Experience

**Front-End Software Engineer** - *American Freight Furniture & Appliance* | Full-Time | 07/2023 – Present - 1 yr 4mo

- **Owned** the **creation** and maintenance of **internal hook form library** and function and component **style library** for sitewide redesign. Resulting in **75% reduction in development time**.
- Instrumental in converting webapp to **Next**, leveraged server side rendering to **reduce page load time by 8.8%**.
- Integrated new search experience, **increasing unique searches 12.97%** and **avg. page views per search 7.81%**.
- **Spearheaded** implementation of 3D product viewer, **increasing avg. session duration 11.13%** over six months.
- Pivotal role **redesigning** and **rearchitecting** checkout process to **reduce friction**, resulting in a more **intuitive UX**.
- **Led analytics re-platform** to increase business insight into users' intentions and product pain points.
- Current focus on **performance optimization** through image and **bundle analysis** to **improve Performance Insight metrics**: Speed Index, Cumulative Layout Shift, Total Blocking Time, Largest and First Contentful Paint.
- Conducted **code reviews** and **refactors** to prioritize **accessibility** and achieve **assistive technology** compliance.
- **Directed** and contributed to **transactional email redesign** and re-platform.

**Front-End Software Engineer** - *Hey Thunderbird!* | Contract | 11/2022 – 07/2023 - 8mo

- Executed advanced **React**, **Redux**, and Firebase technologies to build scalable UIs.
- Leveraged TailwindCSS to bring detailed UI designs to life informed by Designers' Figma mockups.

**Front-End Instructor** - *Scrimba* | Contract | 01/2023 – 07/2023 - 7mo

- Rendered complex concepts accessible to learners at all stages via **technical writing** and **video content**.
- **Mentored** Junior Engineers and provided constructive feedback via video reviews to teach **Front-End** skills.

**Software Engineering Immersive Instructor** - *General Assembly* | Contract | 09/2022 – 07/2023 - 8mo

- Guided 50+ students through **Full-Stack** Software Immersive, covering **architecture** and **implementation**.
- **Technologies and Paradigms Taught**: JavaScript, React, Redux, Vue, Express, Mongoose, Sequelize, MongoDB, PostgreSQL, Object Oriented Programming, Functional Programming, Responsive Web Design, RESTful APIs, MVC Server Side Architecture.

**Camera Technician** - *IATSE Local 600* | Full-Time | 05/2013 – 06/2022 - 9yr, 1mo

- **Led** teams of 12 in a fast-paced, deadline-driven environment to capture Cinematography on time and on budget.
- **Trained** and mentored over two dozen entry-level team members with zero industry-specific experience

### Recent Projects

- [Blue Skies](#) - a simple weather app - [GitHub Repo](#) | [CodeSandbox](#) - **React**, **Redux Toolkit**, TailwindCSS, Node
- [Block Invaders](#): [Repo](#) - **TypeScript**, HTML, CSS

### Education

General Assembly | Software Engineering Immersive | Remote

B.A. Entertainment and Media Studies / Film Studies | University of Georgia | Athens, GA