



## SUMMARY

### Let's create a product together that delights users and drives results.

Dedicated UI designer and front-end developer with over 15 years of experience creating user-centric digital products. Skilled in designing intuitive user interfaces and developing scalable, high-performance applications that align business goals with user needs. Experienced in collaborating across disciplines to deliver cohesive, impactful solutions that meet modern industry standards.

### A few of my personal qualities...

- Collaborative
- Results-driven
- Detail-oriented
- Professional
- Self-motivated
- Organized
- Problem-solver
- Adaptable

## PROFESSIONAL EXPERIENCE

### The Church of Jesus Christ of Latter-day Saints

June 2018 – Present

#### Senior Frontend Developer

Designed and developed a large-scale financial application used by over 200 accountants worldwide, enabling efficient management of donations, transactions, and fund reconciliation processes.

- Led a design refresh, improving usability by 25% based on feedback from internal usability testing and aligning with updated brand guidelines.
- Built a reusable component library, streamlining development and reducing feature delivery time by 30%, saving an estimated \$2MM in overall development costs.
- Refactored the codebase to adopt Next.js, significantly improving application performance and scalability while reducing server load.
- Implemented coding standards with ESLint and Prettier, leading to a 25% reduction in code review time and improved code consistency.
- Developed clean, maintainable, and performant code by focusing on reusable components, efficient resource utilization, and a small code footprint.
- Collaborated with UX designers, functional analysts, and QA to ensure browser compatibility, accessibility, and high usability in feature development.
- Mentored junior developers, improving overall team efficiency and code quality through best practices, documentation, and hands-on coaching.
- Improved team workflows by introducing GitHub best practices for pull request management and streamlined Agile processes.
- Delivered bug fixes, feature enhancements, and performance improvements, ensuring a consistent and high-quality user experience.

**Skills used:** React, Next.js, JavaScript, TypeScript, HTML, CSS, GraphQL, Redux, AG Grid, Git, GitHub, ESLint, Prettier, Webpack, Figma, Design Systems, UI/UX Design, Responsive Design, Product Design, Performance Optimization, Agile Development, Microsoft DevOps, Confluence, Technical Documentation, Collaboration

### Verizon Wireless

June 2017 – June 2018

#### Senior Software Engineer / UI Designer

Developed and maintained internal tools used by thousands of server maintenance technicians in data centers worldwide, streamlining operations and improving efficiency.

- Designed and built a React-based design system and frontend application from the ground up, increasing feature development speed by 40% and ensuring consistency across applications.
- Achieved 90% test coverage across the React codebase, improving reliability, reducing regressions, and ensuring maintainability.
- Gathered user feedback and analyzed usage data to identify pain points, refine features, and improve usability, leading to more intuitive workflows.
- Created interactive prototypes and design mockups using Sketch, facilitating rapid iteration and alignment with stakeholders.
- Developed scalable and reusable components, maintaining a cohesive UI/UX across multiple platforms and improving maintainability.
- Mapped user flows and created storyboards to optimize navigation and enhance the overall user experience for technicians.

- Led frontend architecture decisions, ensuring a modular and maintainable component-based structure in React and Redux.
- Collaborated with backend engineers to optimize API responses, reducing unnecessary payloads and improving frontend performance.
- Worked closely with product managers and cross-functional teams to define feature priorities, aligning development with business objectives and user needs.

**Skills used:** JavaScript, React, Redux, HTML, CSS, Design Systems, UI/UX Design, Sketch, Story Mapping, User Flows, Performance Optimization, Agile Development, User Research, REST APIs, Jira, Confluence, BitBucket, Collaboration

## Intuit

April 2016 – June 2017

### Senior Software Engineer / UI Designer

Led the migration of a critical application facilitating communication and data sharing between accountants and their clients from Angular 1.x to React, improving performance, maintainability, and scalability while adding new features backed by user data and research.

- Conducted user studies, asked questions, analyzed use, discovered pain-points
- Participated in and perfected our Agile workflow
- Enhanced client-accountant collaboration by designing and implementing intuitive document-sharing and client questionnaire features.
- Streamlined development workflows by refactoring legacy code and introducing reusable UI components, reducing technical debt by 50%.
- Worked closely with designers and product managers to deliver accessible, user-focused interfaces.

**Skills used:** JavaScript, React, AngularJS, HTML, CSS, Design Systems, UI/UX Design, Sketch, Responsive Design, User Research, Code Refactoring, Performance Optimization, Agile Development, Software Architecture, REST APIs, Jira, Confluence, BitBucket, Collaboration

## SolutionStream

July 2014 – April 2016

### Senior UI/UX Designer & Developer

Delivered tailored UI/UX solutions for diverse industries, helping clients improve user engagement and achieve business objectives.

- Designed and developed responsive web applications using AngularJS and JavaScript, increasing mobile traffic by 20% for key clients.
- Led design and development efforts for high-traffic websites, ensuring timely delivery and alignment with client requirements.
- Collaborated with clients to create user-centric designs and implement modern web technologies.

**Skills used:** JavaScript, Angular 1.x, HTML, CSS, Git, Node.js, Sketch, Photoshop, Illustrator, UI/UX Design, User Flows, Story Mapping, REST APIs, Agile Development, Collaboration

## USANA Health Sciences

December 2013 – July 2014

### Senior UI/UX Design & Development

Led an effort to redesign the sales associate portal, creating a unified design system that improved user engagement by 20%.

- Developed responsive and accessible web interfaces using modern frameworks that supported cross-browser compatibility and consistency.
- Standardized design processes and templates to ensure cohesive branding across all digital platforms.

**Skills used:** JavaScript, Angular 1.x, HTML, CSS, Git, Node.js, Sketch, Photoshop, Illustrator, UI/UX Design, REST APIs, Agile Development, Collaboration

## Ancestry.com

March 2013 – December 2013

### Senior UI/UX Designer

Led UX/UI design and development for in-library research tools, delivering a more accessible and user-friendly interface for genealogical research.

- Created wireframes, prototypes, and high-fidelity mockups to test and refine user flows based on feedback from usability testing.
- Collaborated with developers to implement scalable solutions that improved user satisfaction.

**Skills used:** JavaScript, HTML, CSS, Git, Node.js, Sketch, Photoshop, Illustrator, UI/UX Design, REST APIs, Agile Development, Collaboration

## Others Include

**BCG, L3Harris, USAA, RSS, KiN2.me, MediaFire, and University of Texas at Houston**

## OTHER PROJECTS

### CodeEdit

March 2022 – Present

#### Lead Project Maintainer and Software Developer

Founded and led the development of CodeEdit, an open-source, native macOS code editor with over 20,000 stars on GitHub and 100+ contributors, designed to deliver high performance, a seamless user experience, and deep integration with Apple's ecosystem.

- Designed and implemented core editor features, including project navigation, source control integration, find-and-replace functionality, and customizable themes, ensuring adherence to Apple's Human Interface Guidelines for a polished, native experience.
- Scaled the project by modularizing key components into Swift packages, improving code reuse, maintainability, and development efficiency.
- Grew an engaged open-source community, mentoring developers, hosting weekly planning sessions, and managing project milestones to encourage ongoing contributions and innovation.
- Led architectural decisions, leveraging Swift and SwiftUI while integrating AppKit where needed, creating a robust, extensible, and scalable platform.
- Optimized the development workflow by integrating tools to streamline project configuration, builds, and dependency management, accelerating feature development.
- Managed project workflow, including issue tracking, release planning, and feature prioritization, ensuring timely delivery of key updates and improvements.
- Drove visibility and engagement by writing blog posts, maintaining active discussions on GitHub and Discord, and presenting CodeEdit at industry events.
- Explored monetization and funding strategies, balancing sustainable growth while keeping the core project free and open-source.

**Skills used:** Swift, SwiftUI, AppKit, Combine, Xcode, Git, GitHub, CI/CD Automation, Release Management, Open-source Software, macOS, Software Architecture, Design Systems, UI/UX Design, Prototyping, Figma, Code Review, Requirements Specification, Technical Documentation, Project Management, Collaboration, Leadership, Mentorship, Community Building

## SKILLS

### Development

- |                        |           |             |                      |
|------------------------|-----------|-------------|----------------------|
| • Frontend Development | • Redux   | • Combine   | • CSS                |
| • iOS Development      | • Next.js | • GraphQL   | • Sass               |
| • macOS Development    | • Webpack | • REST APIs | • Styled Components  |
| • JavaScript           | • Node.js | • Git       | • MaterialUI         |
| • TypeScript           | • Swift   | • GitHub    | • AG Grid            |
| • React                | • SwiftUI | • BitBucket | • Visual Studio Code |
| • React Native         | • AppKit  | • HTML      | • Xcode              |

### Design

- |                |                   |                 |                     |
|----------------|-------------------|-----------------|---------------------|
| • UX/UI Design | • Illustrator     | • User Flows    | • Responsive Design |
| • Figma        | • After Effects   | • Wireframing   | • Design Systems    |
| • Sketch       | • Motion Graphics | • Prototyping   |                     |
| • Photoshop    | • Story Mapping   | • Visual Design |                     |

### Other Skills

- |                 |                           |                            |                        |
|-----------------|---------------------------|----------------------------|------------------------|
| • Leadership    | • Project Management      | • Release Management       | • Jira                 |
| • Team Player   | • Documentation           | • Software Architecture    | • Confluence           |
| • Collaboration | • Technical Documentation | • Performance Optimization | • Open-source Software |
| • Mentorship    | • CI/CD Automation        | • Agile Development        | • Community Building   |
| • Code Review   | • Workflow Optimization   | • Microsoft DevOps         |                        |