

# Hi, I'm **Brad Waropay**

I'm a developer and designer with a passion for problem solving and an obsession with craftsmanship. I create design systems that not only establish a consistent visual language, intuitive UI patterns, and enjoyable interactions for your users, but also lay a solid foundation for your product, making development and iteration faster and easier.



## **Industry Knowledge and Traits**

- 15+ years Software/Web Development and Design
- Passion for Learning
- Critical Thinking and Problem Solving
- Long Term Strategic Thinking and Planning
- Strong Communication and Presentation Skills
- Leadership, Management, and Mentoring
- Front-End Architecture and Optimization
- Design Systems and Web Components
- UI/UX and Interaction Design
- Responsive Design, Layout, and Typography
- Designing/Developing for Accessibility (A11y)
- Data Modeling and API Design

## **Tools and Technologies**

### **Things I use daily...**

- JAMStack Focused
  - HTML/CSS/SASS/JavaScript/TypeScript
  - Vue/Nuxt/React/Next
  - Node
- REST/GraphQL
- SVG/Canvas/WebGL
- Storybook.js/Chromatic (Component documentation)
- QA & TDD/E2E Testing (Jest, Playwright, Cypress, etc...)
- Build/Automation Tools (webpack, Docker, etc...)

### **Experienced with...**

- Prototype/Wireframe Tools (Figma, Invision, etc...)
- Visual Design Tools (Adobe CS, Affinity, etc...)
- Animation/Visualization Libraries (GSAP, D3, etc...)
- Git and Strategies for Small & Large Teams
- Database/API Tools and Queries
- CI/CD Tools and Strategies (Jenkins, GH Actions, etc...)
- Cloud Services (AWS, Heroku, Netlify, etc...)
- Working with Ruby/Python/Go/Java Backends
- Dart/Flutter Applications

## ***Experience and Background***

### **2022 - Present / *America's Test Kitchen* / Front-End Architect + Manager**

Manager of the front-end engineering team. Tasked with growing the team and establishing best practices and processes, direct reports, 1:1s, and reviews. Collaborate with product, marketing, and executive teams to establish technical and product roadmaps and plan, resource, and execute work.

Lead effort of consolidating legacy applications into a unified modern Next.js app utilizing a global design and component system to optimize performance and streamline production time to market.

### **2020 - 2022 / *The Dyrt* / Senior Front-End Engineer**

Lead developer on campground manager web app (B2B), collaborated with designers and product team to create user flows and UX patterns and the back-end engineering team to optimize and align API data models.

Converted existing consumer facing Ember app to React/Next while working with the design team to incorporate a complete branding redesign and establish a design system and component library to be used across web and mobile apps.

### **2019 - 2020 / *Hownd* / Lead Front-End Engineer**

Created front-end architecture, shared component libraries, and design system to be used across products.

Worked closely with the product and executive teams to align road map features and sprint planning. Oversaw direct reports, including mentoring and facilitating regular 1:1s with front-end developers.

Launched initial Vue/Nuxt based MVP merchant web app, internal admin management tools, and consumer facing Flutter based mobile app.

### **2014 - 2019 / *meltmedia* / Lead Front-End Engineer + Manager**

Developed software and web apps for melt's custom software team with a focus on JAMStack, design systems, component libraries, and automation tools while also managing the custom team developers. Coordinated and planned efforts with product, design teams, and clients and for direct engineer reports, mentoring, regular 1:1s, and reviews.

Lead developer for migration of a major client from static generated marketing sites to AEM (Adobe Experience Manager). Planned and executed the effort with product management and the client while leading a team of developers and designers in creating a design system and component library to unify and streamline over 90+ sites and migrating them to the new platform resulting in site development times going from months to weeks.

Formed internal groups for UI/UX standards and accessibility to establish and advocate better development practices company wide and increase awareness across all disciplines.

### **2012 - 2014 / *Fender* / Interactive Developer and Designer**

### **2011 - 2012 / *Europa Sports* / Web Developer**

### **2010 - 2011 / *Electrolux* / Graphic and Web Designer**

### **2008 - 2010 / *CTech* / Graphic and Web Designer**

### **2004 - 2008 / *University of Advancing Technology* / BA of Multimedia (Interactive Design)**