

CHAD

I'm a remote based design system engineer and UX lead living in the midwest, who is looking to solve complex problems on meaningful projects with big ideas.

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Springfield, Missouri 65804

SPENCER

SKILLS & INTERESTS

Works with:

HTML5, CSS3, SASS, LESS,
Javascript (ES6), Node, React,
Redux, Jest, PHP, Rails, Django,
Liquid, XSLT, MySQL, mongoDB,
Phonegap, Ionic.

Relies on tools such as:

Git, NPM, Gulp/Grunt, Visual
Studio Code, Agile/Scrum,
Webpack, Jira, Sketch.

EXPERIENCE

Lead Design System Engineer / UX Developer

Paylocity
Remote
February 2016 – Current

Leads our design system engineering team in the creation and distribution of a React component library consisting of over 50 components for our internal design system team.

Supports product teams and designers by building interactive prototypes and building out cohesive front-end experiences.

Collaborates with UX leadership peers to define UX strategy in the areas of research, design, and engineering.

Educates and evangelizes UX practice and strategic initiatives across the organization with an emphasis on consistency, reliability, performance and accessibility.

Owner/Developer

Demi Creative
Springfield, Missouri
August 2010 – January 2016
Managed all aspects of the business as well as developed custom client projects.

Web Developer

Departika
Springfield, Missouri
January 2009 – July 2010
Executed design and development within a small agency setting.

Graphic Engineer

Saepio Technologies
Kansas City, Missouri
February 2008 – December 2008
Integrated client media within a proprietary software platform.

Interactive Art Director

Bernstein-Rein Advertising
Kansas City, Missouri
April 2007 – January 2008
Designed and developed interactive campaigns for large, national brands.

EDUCATION

Missouri State University

Springfield, Missouri
BFA in Design, cum laude