COOPER BIRDSALL

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FRONT END SOFTWARE ENGINEER

Innovative engineer with a track record of building productivity-enhancing applications and interactive prototypes that streamline workflows, optimize UX research, and reduce additional engineering effort.

KEY SKILLS

- Frontend and backend development
- Experience with React, Electron, and Figma plugin publishing
- Programming languages include Typescript, Dart/Flutter, and Java, among others

WORK EXPERIENCE

PlayStation (Sony Interactive Entertainment), San Francisco, CA   **May 2022 – February 2025**
Front End Software Engineer   January 2023 – February 2025
- Contributed to 3 patented accessibility-focused applications in React/Typescript that ensure new designs will be both inclusive for all users and comply with international standards.
- Developed and maintained tools for designers across multiple sub-organizations and partner studios to increase their productivity and improve workflow.
- Constructed interactive prototypes for use in UX research to reduce engineering time and workload.

Software Engineer Intern   May 2022 – August 2022
- Maintained and scaled a Figma plugin using React which allows designers to quickly retrieve assets pulled from internal databases.
- Implemented a web scraping tool to automatically update company-specific resources in a Figma plugin.

Brown University Computer Science Department, Providence, RI   **May 2021 – August 2021**
Research Assistant
- Contributed to the Self-E codebase in Flutter/Dart, a scientifically published app designed for analytical individual experimentation.
- Deployed app updates featuring new capabilities and managed usability testing.
- Reworked and refreshed deprecated code.

RELEVANT PROJECTS

Accessibility Suite
React/Typescript-based Figma Plugin
- Independently developed apps for accessibility compliance, including an impaired vision simulator, dynamic text resizing tool, and a monitor for appropriate reading level and inclusive language.
- 3 tools within the suite received patents.
- Contributed to a monorepo and managed version control with other engineers on my team.
- Solicited feedback from designers within the organization, as well as those from external studios.

EDUCATION

Brown University, Providence, RI
Bachelor's Degree in Computer Science
- Secondary focus on Design, Human-Computer Interaction, and Linguistics