

# DOUG STEWART

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**Passionate Lead Software Engineer** with over 15+ years' experience—including 2 years of team leadership—building high-performing digital experiences used by tens of millions of people for premier companies on the web, desktop and mobile. A strong understanding of the full product lifecycle including feature ideation, planning and development. A proven track record of delivering robust solutions to complex problems in diverse working environments including Agile and Waterfall methodologies.

## Work Experience

### **Krafton Americas, Los Angeles, CA (Remote)**

**Lead Software Engineer & AMT Frontend Team Lead**, July 2022–July 2024

- Lead team responsible for building high-performing web experiences for first-party AAA titles, large-scale marketing, and promotional events with over a dozen successful launches of green-field projects using React, Next.js, and Strapi.
- Managed frontend development processes and set code standards leading.
- Collaborated internally and with other teams to improve project planning processes and product performance including 120–300% lift in performance across all properties and reduced downtimes through error monitoring with Datadog.
- Spearheaded explorations of new software, platforms, and technologies including the migration of pre-existing projects to React and Next.js with TypeScript with >80% Jest code coverage and 300% increased output of new projects.

### **Together Labs, Redwood City, CA (Remote)**

**Senior Software Engineer III & IMVU Frontend Tech Lead**, January 2022–July 2022

- Defined code quality standards and processes for the IMVU web team reducing bugs by ~20%.
- Set on-call schedule and response escalation policies for frontend team resulting in less downtime, shorter response times, and reducing developer task churn.
- Collaborate with the design and product teams to evaluate and plan new projects elimination downstream confusion for engineers and increase task velocity and productivity.
- Successfully pitch revised team process to engineering management for improved velocity and engineer success.

**Senior Software Engineer I**, January 2021– January 2022

- Running planning and development of new product initiatives and features contributing to more focused product direction.
- Building new features and maintaining existing code for web and desktop applications built on Backbone.js and Electron.
- Contributing on code reviews and team sprint retrospective to help improve team performance.

### **Unjam Inc. (Bash), San Francisco, CA (Remote)**

**Contract Frontend Developer**, April 2020–July 2020

- Rapid UI prototyping allowing for fast ideation and MVP validation contributing in successfully pitch for VC funding.
- Develop robust foundation of frontend technologies based on React, TypeScript and CSS Modules for improved flexibility.

### **Kongregate, San Francisco, CA**

**Senior Frontend Developer**, January 2016–October 2019

- Validate new features by creating functional prototypes and wireframes for product team and engineer consumption.
- Integrate latest best practices for accessible (WCAG 2.0+) and semantic HTML including creating a CSS (Sass) framework utilizing BEM naming methodology.
- Create a responsive, mobile-optimized experience for all web users for increased user access.
- Improve SEO performance and SERP placement from 2–6 to top of the first page for all websites using JSON-LD structured data and semantic markup.

## **Frontend Developer**, December 2011–January 2016

- Collaborate with Product and Design teams on concept and design of new features and platform improvements.
- Author HTML and all CSS, component styling framework, as well as additional JavaScript functionality to improve maintainability.
- Creating and split testing landing pages for the Marketing team that improved conversions by over 200%.
- Design and executing on promotional campaigns for Marketing and Publishing teams resulting in millions of conversions.

## **Freelance**, Burlington, VT

### **Web Designer & Frontend Developer**, January 2004–December 2011

- Deliver compelling experiences for companies of all sizes including with international brands like Rossignol, Keurig and Gillette.
- Full-service design through development creating app, web and print designs.

# Education

## **BA (Hons) in Digital Media Production**

London College of Communication, University of the Arts London

## **FdA in Design Practice**

Camberwell College of Arts, University of the Arts London

# Technical Skills

## **Languages**

TypeScript, JavaScript, HTML, CSS (Sass, PostCSS), Handlebars, Ruby on Rails

## **Frameworks & Libraries**

React, Next.js, Jest, Electron, Astro, Jekyll, Strapi, WordPress, Zustand, React Email, Ember.js, Backbone.js, jQuery

## **Software**

Visual Studio Code, Git, Figma, and Adobe Creative Suite including Photoshop and Illustrator

## **Environments**

macOS, Windows, Linux, GitHub, GitLab, Bitbucket, AWS, and command line interfaces

# Core Skills

- Engineering team management, leadership and mentorship
- Technical architecture and systems design
- Project conceptualization, evaluation, and planning
- Rapid feature prototyping and testing
- Web standards and best practices advocacy
- Complex animations and effects
- SEO and responsive web design
- Web accessibility including WCAG compliance
- Page performance tuning and optimization
- Cross-platform development and compatibility
- Unit testing, integration testing, and end-to-end (e2e) testing
- User journey and feature flows