

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

- Migrated complex legacy systems to a new frontend architecture using modern best practices.
- Managed the launch of several large artist clubs and events.
- Worked cross-team to help plan and execute complex new features in rapid timelines.
- Lead the front-end migration from a Strapi-derived backend to a custom RESTful Node.js backend.
- Improved error detection and platform observability by integrating DataDog service.

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