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

Chorus, Los Angeles, CA (Remote)

Lead Software Engineer, Jan 2025—Nov 2025

- Migrated complex legacy codebase to modern frontend architecture resulting in better stability and significantly fewer bug reports.
- Managed the launch of several large artist clubs and events increasing their club count by 50%.
- Worked cross-team to help plan and execute complex new features in rapid timelines to meet external stakeholder needs.
- Lead the front-end migration from a Strapi-derived backend to a custom RESTful Node.js backend reducing server calls and load.
- Improved error detection and platform observability by integrating DataDog allowing us to exceed our SLA with clubs.

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%.
- Created SLA for frontend team resulting in less downtime, shorter response times, and reducing task churn for developers.
- Collaborate with the design and product teams to elimination downstream confusion for engineers and increase task velocity.
- 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 best practices for accessible (WCAG 2.0+) and semantic HTML including creating a CSS (Sass) framework utilizing BEM.
- Retrofitted the website to implement a responsive, mobile-optimized experience for all web users for increased user access.
- Improve SEO and SERP placement from 2—6 to top of the first page for all websites with JSON-LD 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

I designed, developed, and deployed compelling digital experiences for companies of all sizes international brands like Rossignol, Keurig and Gillette as well as graphic and print design services.

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