Dusty McCord

Design Engineer | Portland, OR

[GitHub](#) | [LinkedIn](#) | [dustymccord.com](#)

Summary

Design-minded engineer with 5+ years building performant UIs in React/TypeScript, plus 10+ years in motion design. Currently deep in agent-driven workflows—shipping production features daily with Claude Code and building generative AI side projects. Passionate about infrastructure and tooling that empowers makers and democratizes craft. Obsesses over details and fine-tunes UX to build tools people actually want to use. Systems thinker. Collaboration by default.

Skills

Languages: TypeScript, JavaScript, HTML, CSS, Sass, Responsive Design
Frameworks: React.js, Next.js, Node.js, Chakra UI, shadcn/ui, SSR
State & Data: Redux, Zustand, React Query, GraphQL, Apollo, RPC, TRPC, GRPC, Protobuf
Testing & Tooling: Playwright, Cypress, Vitest, Jest, Storybook, Vite, Webpack
AI & Automation: Claude Code, Claude API, LLM-driven workflows, agentic AI patterns, prompt engineering
Design: Figma, design systems, component libraries, motion design principles

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Experience

Frontend Engineer | Apex Fintech Solutions

Nov 2020 – Present | Portland, OR (Remote/Hybrid)

- Use Claude Code daily to ship production features, write tests, and debug infrastructure —agentic AI is core to my workflow, not an experiment
- Led 3 major migrations serving 80,000 daily users: Angular → React, REST → gRPC-backed GraphQL, Redux → modern state patterns
- Shipped multiple greenfield projects end-to-end, from planning through production

- Developed component libraries and maintained design system consistency across applications
- Collaborated with designers and product owners to translate design intent into scalable, accessible UI
- Built and maintained internal tooling—testing infrastructure, dev workflow automation, deployment POCs via hackathons
- Established E2E testing with Cypress where none existed; migrated to Playwright; unit testing from Jest to Vitest
- Mentored developers and created onboarding docs as team scaled from 7 to 40+

Front End Shopify Developer | Comic Cave PDX

Sep 2020 – Nov 2020 | Portland, OR

- Built digital storefront for independent retailer—requirements, MVP, custom Liquid/SCSS/JS, client training

Front End Developer Intern | Theorem Agency

Jun 2020 – Sep 2020 | Portland, OR

- Built React dashboards and live game stats pages for Portland Trail Blazers; implemented Redux state management

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AI-Assisted Personal Projects

Agile Poker (poker.dustatron.com) – Real-time voting app for sprint planning. Teams point tickets collaboratively with live sync. Adopted by my team at Apex for actual sprint ceremonies. Built end-to-end with agentic AI workflow.

Claude Code Status Bar – Custom status bar extension for Claude Code CLI showing context usage, git branch, and working directory. Tooling to improve agentic AI development workflows.

Dungeon Exchange (sd.dustatron.com) – Full-stack app for tabletop RPG game masters. Search/share monsters, spells, items, encounters. Users save favorites, build custom lists, generate print-and-play card decks. Supabase backend, vibe-coded with AI-assisted development.

PowerPoint Karaoke (power-point-karaoke.vercel.app) – Party game with AI-generated slide presentations. Players improv talks on slides they've never seen. Built with generative AI APIs and AI-assisted development.

Creative Technology & Community

- **PICA (Portland Institute for Contemporary Art)** – Migrated shopping cart and ticket sales from iframe to custom API-driven solution
- **Neighborhood Associations** – Web support, maintenance, technical guidance

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Prior Creative Career

Video Editor & Motion Designer | 2004 – 2019

10+ years creating motion graphics and video content for Nike, Amazon, Cartoon Network, Adidas, and other major brands. Managed freelancer teams and collaborated directly with creative directors, art directors, and stakeholders to deliver high-quality content on tight deadlines. This background informs my approach to design tooling, creative workflows, and bridging design × engineering.

Education

Epicodus | Full-Stack Development | 2020
The Evergreen State College | Media Studies | 2001 – 2003