

Emaun Hyde

SUMMARY

Software engineer who blends four years of product-engineering at venture-backed startups with a decade of visual design practice. I turn complex ideas into polished, user-friendly interfaces and maintainable code, collaborating across design, product, and engineering teams to ship features that feel effortless for users and move businesses forward.

SKILLS

Python

React

NextJS

Clojure

Typescript

ClojureScript

Javascript

AI

Prompt Engineering

PyQt

Tkinter

PSQL

GCP

Figma

UI/UX Design

EXPERIENCE

Software Engineer, Mobot YC W19 2022 - 2025

Remote, USA

- Integrated Clojure backend with Google Vision API to dynamically analyze images, identify on-screen text, and convert the response into actionable coordinates—replacing over 40% of traditional hardcoded coordinate-based robot operations.
- Overhauled an outdated research paper's proof-of-concept repository, refactoring the codebase and integrating AI to enhance image analysis capabilities for user interface element detection in mobile application testing.
- Bridged communication between stakeholders and the engineering team by assuming the role of design engineer—producing prototypes, gathering cross-functional feedback, and iterating on designs to drive alignment and accelerate implementation of customer-facing features.
- Led a comprehensive research-driven UI overhaul of our internal web platform, rebranding and reorganizing a data-intensive interface to enhance usability and information clarity for a significantly improved developer experience.
- Implemented a formal design system and component library, streamlining development processes and ensuring design consistency across new features.

Software Engineer, Parade YC S20 2021 - 2022

Remote, USA

- Spearheaded multi-channel marketing initiatives using the Demand Curve growth program, driving a 300% increase in top-of-funnel user acquisition and expansion of our user base.
- Collaborated on integrations with external platforms (e.g., Figma, Google Slides, email service providers) to algorithmically produce branded digital assets from AI-generated design systems.
- Maintained and enhanced frontend codebase, iterating on customer-facing features that accelerated product development and supported our pursuit of product-market fit.
- Contributed to product and market analysis, gathering user feedback from customer interviews, and translating insights into features for development.

Self Employed, Cobalt Creative 2016 - 2020

Belize City, Belize

- Launched and led a full-service creative studio delivering integrated video, photography, social media, and design solutions for local businesses and organizations.
- Published two issues of INVEST Belize—BELTRAIDE's internationally distributed trade and investment magazine—managing design and domestic ad sales.
- Secured contracts with the Belize Ministry of Foreign Affairs, UNICEF, and OCEANA, producing print and digital designs for in-house and external use.

CERTIFICATIONS **Software Engineering, General Assembly** 2020 - 2021

Full-stack software engineering immersive in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.