

Mark Miro – UI Engineer

CONTACT

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WORK EXPERIENCE

THUMBTACK

UI Engineer (Aug 2017–Nov 2018)

Used React (JavaScript), Sass (CSS), and some PHP

Worked on mostly customer-facing features: Messenger • booking negotiation • in-app notifications • helped build reusable components for the design system • ran A/B tests

Worked with PM, design, and collaborated with engineers across many different teams

ZETTA

Lead UI Engineer (Mar 2015–Apr 2017)

Used React (JavaScript), Sass (CSS), and some PHP

Drove frontend architectural decisions • managed our frontend build with Webpack and Gulp • wrote much of the app's UI • built an Electron app

Initiated and ran usability tests and user interviews • gathered frequent feedback from support

ASK ZIGGY

UX / Software Engineer (Jul 2012–Jun 2014)

Wrote demo apps using Objective-C (iOS), Java (Android), JavaScript SPA (Web), C# (Windows)

Created prototype apps that integrated voice and gesture to help answer what the next generation of human-computer interaction looks like

UC DAVIS ITS DEPARTMENT

Team Lead / Web Developer (2011–2012)

Team lead of the transportation department website (this was a student role) • created a reusable custom Wordpress template that was later used by 4 other departments

EDUCATION

UC Davis Computer Science
(dropped out)

SKILLS

React, Node.js (JavaScript)
Sass, CSS-in-JS (CSS)
GIT, Regex
Figma, Sketch (Design)