

Ian Cramer

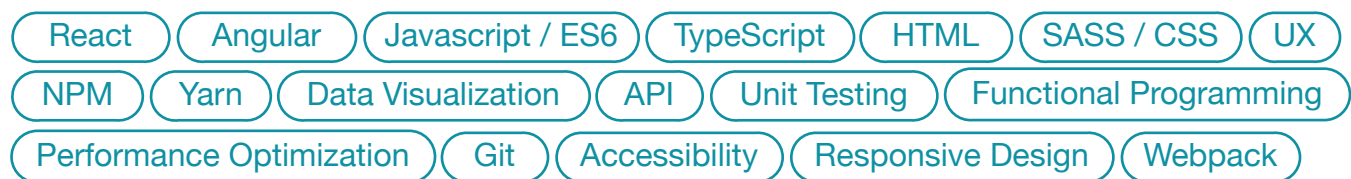
Senior Front End Engineer

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Summary

I am a self starter and life-long learner with more than eight years of experience as a front end engineer. I develop public facing single page applications using the most current frameworks and best practices. I am user focused with the ability to make complex data more consumable in a frictionless workflow. I never settle for anything less than my best work and my years in the cyber security industry have pushed me beyond my limits as a UI expert.

Technical Skills



Recent Experience

- **Senior UI/UX Engineer** - FireEye, Inc. *July 2017 - February 2020*
 - Lead team of international engineers to develop and deliver component library used by engineers company wide and implemented in public facing products in React and Angular
 - Managed, published, and versioned component libraries as Node packages
 - Fostered collaborative environment between engineering contributors company wide to treat the component library as an “open source” project within the company
 - Conducted code reviews for all GitHub pull requests
 - Facilitated communication between designers and engineers
 - Single handedly deigned and built very successful front end of application for analyzing machine learning models with heavy data visualization
 - Guided threat analysis product team to use better Javascript practices to improve performance and user experience
- **Senior Front End Engineer** - Kalibrate *October 2016 - July 2017*
 - Sole front end engineer in architecting a brand new wholesale fuel pricing application
 - Designed and engineered a user interface that dynamically builds itself at run time using user defined metadata retrieved from an API including CRUD operations and navigation elements
- **Lead Front End Engineer** - DecisionDesk *May 2016 - October 2016*
 - Helped this start-up company in the last few months of its existence to breath life into their product in time for the upcoming college enrollment season
 - Lead effort to improve performance and usability while creating a more scalable code base

Education

Bachelor of Arts - Baldwin-Wallace University
Studio Art / Computer Science

2006 - 2010