

Jon Willesen

Senior Front-End Developer · Accessibility Advocate · Indie Builder

I'm a front-end engineer who brings ideas to life through thoughtful, user-centered design. With a background in educational tools, a passion for accessibility, and a growing suite of indie projects, I build software that's practical, delightful, and built to last.

Want to learn more about me? Visit jonwillesen.dev

Contact Information

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LinkedIn linkedin.com/in/jonwillesen

GitHub github.com/jwillesen

Technical Skills

Languages

JavaScript, TypeScript, HTML, CSS, SQL, JSON

Frameworks & Libraries

React, Svelte, SvelteKit, Node.js, Tailwind CSS, Apollo GraphQL

Tools & Platforms

Git, AWS Lambda, REST APIs, GraphQL, Vite, Webpack

Testing & Best Practices

Jest, Vitest, Accessibility (ARIA, WCAG 2.1 AA Compliance), End-to-End (E2E) Testing (Cypress, Playwright), Agile/Scrum Methodologies

Other Expertise

Component Libraries, Progressive Web App (PWA) Development, SaaS Platforms, Front-End Architecture, Back-End Integration, Object-Oriented Programming (OOP), Automated Testing

Featured Projects

PingMe.Ink

Send messages to your future self.

A mindfulness and connection tool built as an installable PWA with SvelteKit, Convex, Tailwind, and Skeleton UI.

LostWords.Quest

A vocabulary tool for rediscovering lost words.

Uses OpenAI's API to help users find elusive words. Built with SvelteKit and integrated LLM APIs.

TandemBook.Club

Discussion spaces for books, podcasts, and shows.

A spoiler-free group discussion app for episodic media. Built with React, Convex, and Web Awesome UI components.

Cozy.Cards (in progress)

A Tarot reading and journaling app with character-driven AI readers.

Blends symbolic introspection with interactive storytelling. Built with SvelteKit, Convex, OpenAI, Tailwind, and Skeleton UI.

Work History

Proof – Senior Software Engineer

Aug 2023 – May 2025 · Remote (Salt Lake City, UT)

Full stack developer focused on high-quality user experience for identity verification workflows.

- Designed and built a draggable credential viewer for notary meetings, enabling side-by-side PDF comparison. Resolved complex event handling with overlay layers and ensured consistent cross-platform behavior.
- Implemented UI safeguards to keep draggable elements within viewable bounds, enhancing usability across varied screen sizes and layouts.
- Developed admin tools to track fraud-risk signals, including a dynamic map that visualized IP addresses across multiple transaction points to support anomaly detection.
- Contributed improvements to the shared component library and design system, supporting consistency and reuse across the product.
- Contributed to the first release of Defend, the company's initial fraud prevention feature. Integrated external risk signals and built UI components to surface

verification data within secure workflows.

Smarsh – Senior Software Engineer

Jan 2023 – Aug 2023 · Remote (Salt Lake City, UT)

Contributed to the VRM product team, improving internal tooling and user-facing admin experiences.

- Built a custom auto-provisioning API to streamline internal onboarding, reducing setup time for new customers.
- Developed and enhanced admin interfaces in React and Rails, prioritizing clarity, accessibility, and data usability.
- Updated branding and UI components to align the VRM product with Smarsh's design system, contributing to a cohesive cross-product experience.

Outschool – Software Engineer 4

July 2022 – Dec 2022 · Remote (Salt Lake City, UT)

Worked on a cross-functional team focused on SEO and new user onboarding within an education-focused platform.

- Contributed to a Contentful integration project that enabled the marketing team to publish custom category landing pages without engineering support.
- Streamlined course listing code by refactoring and consolidating components, reducing duplication and boosting maintainability.
- Optimized category page performance and rendering to support SEO and improve discoverability of online courses.

Guaranteed Rate Insurance – Senior Software Engineer

July 2021 – July 2022 · Remote (Salt Lake City, UT)

First engineer hired to establish new systems and tools for growing the company's digital insurance products.

- Led development of a React and Tailwind-based web app for onboarding customers and delivering instant insurance quotes.
- Worked with stakeholders to define technical architecture and establish front-end best practices for a newly formed team.
- Mentored junior developers and helped establish a strong engineering culture as the team scaled.

- Developed customer-facing interfaces integrated with external quoting systems, ensuring seamless data flow and a responsive UI.

Pluralsight – Senior Software Engineer

July 2020 – March 2021 · Remote (Salt Lake City, UT)

Brought on as the team's front-end specialist to lead development of internal tools for managing and visualizing educational content.

- Architected and built the Library Explorer UI, enabling teams to navigate and interact with complex educational content hierarchies.
- Improved the Tag Management interface by refining UX patterns and reorganizing content to enhance clarity and efficiency.
- Mentored teammates on JavaScript, React, and accessibility best practices, serving as the team's front-end specialist.

Instructure – Senior Software Engineer

Sep 2012 – May 2020 · Salt Lake City, UT

Contributed to Canvas LMS as a front-end specialist, team lead, and accessibility advocate.

- Led development of a two-way infinite scroll for the student planner, enabling seamless past/future navigation while preserving scroll position and ensuring screen reader and keyboard accessibility.
- Passed multiple accessibility audits by directly addressing issues—adding screen reader-friendly interactions, skip links, and alternative views (e.g., a list-mode calendar for visually impaired users).
- Worked with designers and QA to implement accessible, WCAG-compliant UI components, including a fully internationalized date picker with screen reader support and intuitive keyboard navigation.
- Built and maintained reusable React components and hooks for Instructure's shared UI library, supporting accessibility and consistency across product teams.
- Mentored junior and mid-level engineers, conducted performance reviews, and led cross-functional project teams to deliver key initiatives.

Education

BS Computer Science

University of Utah · Aug 1997 – Dec 2000