Kevin Bolander

Staff Design Engineer

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Summary

Design engineer with 12+ years of experience shipping production UI at the intersection of design, engineering, and creative technology. Built and scaled a design system from side project to company-wide adoption. Deep expertise in accessible, performant front-end architecture — from interactive installations to AI-powered creative tools.

Technical Skills

TypeScript, JavaScript, HTML, CSS · Angular, React, Next.js · Node.js · RxJS · Canvas API, WebGL, Pixi.js · Design Systems & Design Tokens · Accessibility (WCAG 2.1) · OpenAI APIs, AI/ML Integration · C#, Unity3D, SignalR · Git, CI/CD, Lighthouse

Experience

Epsilon — 2017 – Present

Staff Software Engineer *(2024 – Present, company re-level)* **Principal Software Engineer** *(2023 – 2024)* - Lead a team of engineers building creative ad production tools — no-code platforms enabling designers and producers to create, manipulate, and personalize thousands of ad variations from flexible templates. - Architecting and shipping AI-powered features for creative tooling: headless automated pipelines and user-facing AI that transforms images into layers and converts natural language into layout edits. - Drove technical and design decisions across teams, regularly presenting architecture proposals and progress to product and design leadership.

Lead Software Engineer *(2021 – 2023)* - Led engineering execution on creative tooling products, owning technical direction and delivery across sprints. - Continued supporting the design system as a former core engineer — contributing code, reviewing PRs, and mentoring engineers on component design and accessibility standards.

Senior UX Engineer *(2017 – 2021)* - Founded and grew the UX Engineering discipline at Epsilon, building a team that bridged design and development across product teams. - Grew the company's design system from a side project into the core component library adopted across products — defining contribution patterns, writing documentation, and driving org-wide adoption. - Championed accessibility (WCAG 2.1) as a design constraint, embedding it into the design system and establishing review practices that raised the bar across all product teams. - Authored published content on UX engineering practices at Epsilon; presented the design system internally and at public meetups. - Served as the go-to bridge between UX designers and

engineering teams, aligning on design requirements and technical constraints with a user-centered approach.

Senior UI Engineer — Civiq Smartscapes (Elevate Digital)

2013 – 2017

- Built interactive, large-format digital experiences and kiosk applications for major brands in a cross-functional team of designers, engineers, and creative technologists.
- Delivered a personalized, animated photo experience for Coca-Cola deployed to malls across the U.S. — real-time image processing with polished motion design.
- Led development of an award-winning motion-activated Photo Booth for PepsiCo using Microsoft Kinect — gesture recognition, real-time rendering, and playful interaction design.
- Designed and built a large-format 3D interactive experience for Accenture at JFK Airport.
- Built a CMS and API for Simon Malls to manage tenant information, promotions, and interactive wayfinding.

Software Developer Intern — Strive Logistics

2009 – 2012

- Contributed to development of a large-scale B2B logistics application while attending school. Built programming fundamentals through team-based project work.

Independent Work

MakeMeA — makemea.ai

AI-powered photo style transfer platform. Built with Next.js, TypeScript, OpenAI APIs, and Vercel. 40+ styles, 230+ tests, config-driven architecture, Lighthouse scores 95+. Live product with real users.

Creative Technology Projects

AI-generated educational games (lesson-engine) · Physics sandbox (chaos-engine) · Interactive kids' content (story-quest) · Personalized learning platform (Hearth)

Education

Columbia College Chicago — Interactive Arts & Media

2007 – 2012

- Senior project recognized by Disney; adapted and published as a game on the Windows Store.
- Awarded a grant by Microsoft for game development work.
- One of two students awarded a merit-based trip to SXSW Interactive.