

# Keith Pickering

## Frontend Engineer

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I am a software engineer with over 10 years of industry experience, skilled in building, shipping, and maintaining complex apps using JavaScript, HTML, and CSS. I have spent the last few years working primarily with React and React Native, and I can quickly adapt to new tech stacks as needed. I am comfortable with all steps of the product development process from design to deployment.

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## Experience

### Photobooth Supply Co

Lead Frontend Engineer (2019-present)

- First full-time engineering hire at a small startup which has scaled up every year since
- Meet frequently with Product owners to translate customer needs into software solutions
- Focus on UI, component libraries, third-party integrations, writing documentation
- Conduct 1-on-1 meetings with junior developers
- Projects:
  - **Live Gallery**
    - Built a NextJS website allowing event guests to view captures on mobile and desktop browsers
    - Displayed a combination of image captures and auto-playing video captures in a masonry-style layout
    - Implemented occlusion culling using IntersectionObserver to destroy offscreen elements for fast performance, even in galleries with thousands of captures
    - App has achieved 10 million active users and 59 million page views in the last 12 months (at the time of writing)
  - **Virtual Booth**
    - Built a guest-facing web app allowing users to take photo and video captures using their own webcam
    - Used the MediaDevices interface to enumerate a user's video/audio devices and built a menu to select between them
    - Built a drag-and-drop "sticker" interface allowing the end user to decorate their capture before sharing
  - **Salsa Web App**
    - Built a NextJS web app allowing photo booth owners to create and manage event and billing data
    - Interacted with a REST API using Redux Sagas to manage app state
    - Integrated third-party APIs such as Dropbox, Stripe, Hubspot, and AppCues

- Often designed UI elements myself (until we hired a design team)
  - **Fiesta Web/iOS App**
    - Built a React Native UI component library using atomic design, documented in Storybook
    - Worked from Figma documents to turn designs into reactive components
    - Integrated Chromatic into a CI/CD pipeline with GitHub Actions to automatically detect visual regressions
    - Used React Native Web to create a single source of truth for both the web app and the native mobile app, which significantly reduced the time required to implement new features cross-platform
    - Built a cross-platform template editor (similar to Canva) allowing users to drag, drop, rotate, resize, and reorder uploaded image assets and text layers
    - Wrote automated unit tests for functions and UI components using Jest and React Testing Library
    - Wrote native job runners to optimistically update local data in a Realm database before later syncing with a remote GraphQL database
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## **Skills**

HTML (Focus on semantics/accessibility)  
CSS/SASS/Stylus  
JavaScript  
React/React Native  
Redux/RTK/Sagas  
Next.js  
Jest  
Storybook  
Figma

Node.js  
AWS (EC2, S3, RDS)  
PHP/SQL  
WordPress  
Grunt/Gulp/Webpack  
Git/SVN  
CI/CD (GitHub Actions, CodePipeline)  
Graphic/UXUI design  
Adobe Photoshop & Illustrator