LYNDSI WILLIAMS

Frontend Software Engineer

lyndsikaywilliams@gmail.com | Pensacola, FL - Only open to remote

[Portfolio](#) | [GitHub](#) | [LinkedIn](#) | [Tech Blog](#)

SKILLS

Languages: JavaScript, TypeScript, HTML, CSS, Python, C#, SQL
Frontend: React, Next.js, Vite, Redux, React Context, Tailwind CSS, Emotion, LESS/SASS
Testing & Tools: React Testing Library, Jest, Git
Backend & APIs: Node.js, Express, GraphQL, RESTful API, .NET Framework

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EXPERIENCE

Premier, Inc (Hiregenics) -- Frontend Software Engineer　　　　　　　　　　　**August 2024 - Present**
- Developed core frontend features for an AI-powered contract labeling feedback tool, designing the foundational UI from scratch to enable human labelers to train and refine an LLM for contract analysis, contributing to 348% revenue increase ($29K → $130K annually)
- Team delivered $1.25M in total annual profit for 2025 through high-impact product development and innovation
- Built dynamic filtering system with searchable sidebar components for a spend analytics dashboard, enabling real-time data analysis across multiple business dimensions using React, TypeScript, and Material-UI
- Integrated GraphQL APIs to efficiently fetch and manage complex data structures, enabling real-time updates and optimal performance
- Implemented pixel-perfect UI components from Figma designs and collaborated with a cross-functional team of 8 developers in an agile environment

The Apache Software Foundation -- Apache Superset Committer　　　　　　　　　**October 2021 - Present**
- Maintain and contribute to a widely-used open source data visualization platform as a trusted committer
- Review community pull requests and ensure contributions meet project code standards
- Lead tech debt initiatives including TypeScript migration and test modernization (Enzyme to React Testing Library)
- Improve frontend component test coverage and maintain ongoing async warning removal initiative

NBCU (Fincons) -- Lead Superset Engineer / Frontend Software Engineer　　　　**August 2023 - July 2024**
- Led a team of frontend developers in creating a custom version of Apache Superset as an interim solution during the development of a new telemetry tool
- Developed a custom Video Experience telemetry tool, achieving a 75% cost reduction compared to the previous solution
- Planned and designed custom Apache Superset features in Figma to meet over 200 stakeholder requirements
- Managed stakeholder expectations and timelines for feature development
- Authored comprehensive documentation for using the custom version of Apache Superset
- Developed and enforced a testing plan to ensure production safety during new deployments

Preset -- Full Stack Software Engineer　　　　　　　　　　　　　　　　**March 2021 - February 2023**
- Built and maintained features for a SaaS platform managing Apache Superset instances for enterprise customers
- Collaborated with cross-functional teams (frontend, backend, QA, design) using Scrum/Agile methodology
- Architected feature work by breaking down requirements into tickets and creating technical diagrams
- Created dynamic functional components to improve user experience throughout the product
- Co-led the Community Partners program, mentoring new contributors through their first open source contributions
- Drove TypeScript migration and test modernization efforts across the codebase

Bloom Institute of Technology (formerly Lambda School), Remote -- Team Lead　　**March 2020 - June 2020**
- Mentored a team of 7-9 students in an Agile environment that emulated real-world workflows

- Delivered weekly 1:1 feedback and code reviews
- Facilitated daily standup meetings to build camaraderie and provide guidance

Electronic Arts (PRO Unlimited), Baton Rouge LA   **March 2011 - March 2012, July 2012 - June 2013**
Quality Assurance Tester
- Tested video games to ensure they met quality requirements and functionality standards
- Documented detailed reproduction steps for issues discovered during testing
- Participated in legal certification process for multiple major EA titles
- Tracked tasks and time allocation in DevTest system

Point of Contact (POC)
- Managed and mentored a team of 50 QA testers across night shift operations
- Coordinated with development teams to ensure timely resolution of critical issues
- Tracked team progress and bug metrics using Excel to optimize workflow efficiency
- Reviewed and edited all bug reports from testers before submission to maintain quality standards

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PROJECTS

Apache Superset / Open source contributions
ReactJS | TypeScript | Redux | Hooks | Emotion | Material UI | React Testing Library
Contributions to Superset (Github pull requests)
- Contributed to Apache Superset, a widely-used open source data visualization and exploration platform
- Collaborated with designers and developers in an open source environment
- Conducted detailed code reviews on community pull requests and planned/built product features

Amyth.io / Component Library
ReactJS | TypeScript | Emotion | Material UI | Cypress | Vercel | Storybook
GitHub Repo | Deployment link
- Built a space-themed component library to explore animation, Storybook deployment, Cypress component testing, and NPM package publishing
- Demonstrates proficiency in building reusable, documented component systems

Vite/useReducer form state example / Demonstration project
Vite | ReactJS | React Hooks | ReactJS | TypeScript | Emotion | Material UI | Vercel | Lodash
GitHub Repo | Deployment link
- Demonstrates state management with useReducer hook and independent field-level updates
- Showcases form handling with both individual field changes and bulk JSON manipulation

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EDUCATION

Bloom Institute of Technology (formerly Lambda School), Remote   **September 2019 - October 2020**
Full Stack Web Development & Computer Science
- 9+ month accelerated program with an immersive (full-time, 40+ hours/week) hands-on curriculum with a focus on computer science, software engineering, and web development

Baton Rouge Community College, Baton Rouge LA   **2011-2012**
Associate of Applied Science, Entertainment Technology - Game Design

Pensacola Junior College, Pensacola FL   **2008-2010**
Associate of Arts - AA, Computer Science