Logan McAnsh

Senior Software Engineer

Contact

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Shelby Township, MI
[GitHub]
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Skills

Node.js
Git
React
Remix
React Router
TypeScript
Next.js
TailwindCSS
Accessibility
Performance
Prisma
GraphQL
Rest APIs
Automated Testing
GitHub Actions
Continuous Integration
Continuous Delivery

Certifications

CIW Internet Business Associate
CIW Web Site Development Associate
Testing JavaScript

Work Experience

Shopify

Senior Software Engineer
August 2022 - May 2023

- Contributed as a key member of the Remix Core Team at Shopify.
- Developed and implemented a new flat route routing convention.
- Created the @remix-run/testing package to enable unit testing of components using Remix's Link, Form, Fetchers, etc.
- Published a custom GitHub Action that automatically added comments to resolved issues and pull requests in nightly/pre/stable releases.

Remix Software

Senior Software Engineer
August 2021 - August 2022

- Played a significant role in the Remix Core Team
- Established the nightly release pipeline, enabling the shipment of Remix nightly builds to npm.
- Implemented cutting-edge documentation infrastructure ideas from Ryan Florence and Kurt Mackey, utilizing a SQLite DB to store generated HTML from markdown and keeping it synchronized with GitHub updates.
- Successfully migrated integration tests from Puppeteer to Playwright.
- Developed robust deployment target testing infrastructure for first-party targets.
- Created adaptable adapters to convert between proprietary request/response objects and native Request/Response objects.

Powerley

Frontend Web Developer
May 2016 - July 2021

- Spearheaded the development of a suite of modern white-label web applications using Next.js, significantly enhancing the mobile app offerings for more than 7 clients.
- Maintained and supported the suite, which quickly became the most utilized aspect of the app.
- Implemented a range of utility functions that improved the efficiency and consistency of web experiences.
- Collaborated closely with the design team to enhance their workflow and reduce time spent on repetitive tasks, such as creating new artboards, by creating Sketch plugins for utility support.