

# 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

- Acquired by Shopify in August 2022 as part of the Remix acquisition
- Remix Core Team
- Implemented a new flat route routing convention
- Created @remix-run/testing to allow unit testing components using Remix's Link, Form, Fetchers, etc
- Published a custom GitHub Action to automatically comment on issues and PRs that were fixed in a nightly/pre/stable release

#### Remix Software

Senior Software Engineer

August 2021 - August 2022

- Acquired by Shopify in August 2022
- Remix Core Team
- Set up the nightly release pipeline so we can ship Remix nightly builds to npm
- Implemented initial docs infrastructure ideas from Ryan Florence and Kurt Mackey (of Fly.io) that used a SQLite DB to store the generated html from markdown and updated when docs were updated on GitHub
- Converted our integration tests from Puppeteer to Playwright
- Deployment target testing infrastructure for each of our first party targets
- Built adapters to convert to/from proprietary request/response objects to native Request/Response objects

#### Powerley

Frontend Web Developer

May 2016 - July 2021

- First member of the web team
- Created and maintained a suite of modern white label web applications with Next.js to be included in our mobile apps for 7+ clients, which quickly became the most used areas of the app
- Implemented a set of utility functions used across our web experiences
- Worked with the design team to create Sketch plugins to improve their workflow and reduce the amount of time spent on repetitive tasks such as creating new artboards for each utility we supported