

Mike Fitzpatrick

Senior Frontend / Product Engineer | Remote (US)

Boston, MA | +1 (727) 692-0746 | badmf@mifi.dev | linkedin.com/in/the-mifi

PROFILE

Frontend-focused senior engineer with deep experience building, evolving, and cleaning up complex UI codebases. Known for strong component architecture, design systems, accessibility, performance, and technical SEO. Comfortable owning features end-to-end when needed, and experienced working across early-stage products and mature production systems in long-term, collaborative environments as a frontend-leaning product engineer.

CORE STRENGTHS

- Frontend architecture & component systems
- Design systems and reusable UI libraries
- Accessibility (WCAG/WAI) and inclusive UI patterns
- Performance optimization, SSR, and Core Web Vitals
- Technical SEO and rendering behavior
- Feature ownership with pragmatic full-stack support
- Collaboration with product, design, and engineering

CORE SKILLS

Frontend: React, Next.js, Svelte.js, JavaScript, TypeScript, HTML, CSS, Tailwind

Component Architecture: Design systems, reusable component libraries, DRY patterns

Performance & SEO: Server-side rendering (SSR), Core Web Vitals, technical SEO

Accessibility & UX: WCAG/WAI, responsive layouts, keyboard and screen reader support

Backend (Support): Node.js, Express, C#, .NET APIs

Tooling & Testing: Storybook, Playwright, Jest, CI/CD, Docker, REST, GraphQL

EXPERIENCE

Founding UI Engineer (High Level Developer) — Hightainment, 2025–Present

- Led frontend architecture and UI development for an early-stage product
- Migrated MVP UI from Create React App to Next.js, implementing SSR to improve performance, Core Web Vitals, and SEO
- Designed and implemented a custom component library and design system used across the product
- Introduced Storybook to document and communicate UI patterns across the engineering team
- Increased unit test coverage from 0% to ~65% using Jest
- Audited and remediated UI components for accessibility, implementing robust keyboard and screen reader support (WCAG/WAI)
- Implemented GitHub Actions to enforce code quality and build validation prior to merges and deployments

UI Engineer (Contract) – DistillCloud, 2024–2025

- Built and maintained a reusable frontend component system using Svelte and TypeScript
- Improved accessibility and UI consistency across the product
- Owned and delivered a Boards feature end-to-end, enabling users to collect, organize, share, and collaborate on insights
- Implemented frontend UI and supporting backend APIs to unblock delivery and reduce dependencies
- Added feature flagging to support staged rollout and iterative user feedback

UI Engineer — Atlassian, 2024–2025

- Delivered frontend features for Confluence integrations in a large-scale, distributed product environment
- Migrated team-owned components from React 16 to React 18
- Refactored and consolidated legacy components to improve maintainability
- Standardized end-to-end testing using Playwright

Senior / Principal UI Engineer — CarGurus, 2016–2023

- Built and maintained frontend systems for high-traffic consumer products at scale
- Developed reusable React component libraries and shared UI patterns across teams
- Improved Core Web Vitals, frontend performance, and SEO for key user journeys
- Partnered closely with product and design to deliver accessible, user-focused features
- Contributed to long-term frontend maintainability through refactoring and architectural improvements

Principal / Senior UI Engineer — Multiple Companies, 2010–2016

- Built and maintained large-scale, production web applications
- Developed reusable React component libraries and design systems
- Improved frontend performance, accessibility, and SEO for high-traffic consumer products
- Collaborated closely with design and product partners to deliver user-focused solutions

EDUCATION

Florida State University, Tallahassee, Florida — BS Studio Art, 2007

St Petersburg College, St Petersburg, Florida — AA General Studies, 2004