



# Michail Yasonik

Accessibility advocate and frontend engineer with a business degree

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## MOST RELEVANT & RECENT WORK EXPERIENCE

View full list and details at [yasonik.com](http://yasonik.com) or [LinkedIn](https://linkedin.com/in/myasonik)

### Staff Accessibility Engineer at ServiceNow

Aug 2021 – Present

#### Accessibility architect focusing on the design system

- Leading multi-pronged efforts in accessibility automation at scale (a11y testing in CI, AOM snapshot testing, persona-based rules) across multiple teams
- Designing flexible and robust components and visualizations that can be deployed by teams without oversight with reasonable accessibility certainty
- Consulting for the Accessibility Center of Excellence on upcoming technical direction of web accessibility

### Senior Engineer at Elastic

June 2018 – Aug 2021

#### Accessibility lead focusing on Kibana and the design system

- Building a culture of accessibility throughout design and development with trainings, fostering champions, and sharing resources across the organization
- Defining specs and developing complex components to meet WCAG and WAI-ARIA guidelines with a focus on practical and usable accessibility
- Verifying work across the org through code review and (automated and manual) testing in a litany of desktop browser, OS, and screen reader combinations

### Senior Engineer II at CrowdStrike

Sept 2017 – June 2018

- UX tech lead of parallel quarterly major initiatives, completing: UI architecture, scoping and estimating work, creating timelines, prioritizing tickets, and team mentorship
- Fostered strong cross-team communication and technical ownership in small teams of UI engineers, leading the team to achieve their quarterly goals
- Guided technical direction of broader UI team with heavy emphasis on scaling (from 10 to 30+ engineers), accessibility, and component design
- Evolved interview process to reflect modern web development and reduce unconscious bias

### Senior UI Engineer at LinkedIn

#### UI Engineer at LinkedIn

June 2015 – Aug 2017

- Reduced support case volume 25% by migrating a legacy project to a new architecture, normalizing disparate APIs, and fixing user flows for common tasks
- Helped teams deliver on-time by hopping onto at-risk projects
- Co-tech lead of a team of ~20 engineers; Set standards for new projects, including: full test coverage, BEM, and style documentation and a mock server (reclaiming ~12 developer-weeks in Q4 2016)
- Organized and lead Ember office hours: moderated mob code reviews to help elevate teammates' skills

### Front-end Web Developer at Mindstream Interactive

Jan 2014 – June 2015

## EDUCATION

B.S. in **Management Information Systems** and a minor in **Computer Science**

GPA: 3.2

Rochester Institute of Technology, Rochester, NY

Graduated: May 2014