SCOTT TWEDE

UX ⚡ UI

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**ES6 JavaScript · TypeScript · React (Native) · Next.js
GraphQL · Redux · OpenAPI · JSON · HTML · CSS**

Skills

I am a front end engineer with 20+ years of expertise building creative interactive applications for global brands including PlayStation, Samsung, ESPN, Disney, Paramount, Lionsgate, HBO and UFC — just to name a few.

Experience

Sony Interactive Entertainment / Sr Software Engineer, Tech Lead
JULY 2014 - PRESENT, ALISO VIEJO, CA

I was hired at Gaikai (acquired by Sony) to form the team tasked with creating the PlayStation Now game streaming application for PS4, Smart TVs, and later Windows PCs.

I joined the UX Research Group to build prototype React applications for user testing design concepts that would become the PS5 user experience.

I contributed to the development of the Service Hub functionality on PS5 using a bespoke superset of React Native maintained internally at SIE.

Technical lead for a team producing a CSS design system and React component library used by other SIE engineering teams to quickly build consistent web based user interfaces. To dogfood our library and provide implementation examples, I wrote the Search and Game Library features in the PlayStation Store.

I have spent the past year leading the client side development for a TBA platform feature in collaboration with industry partners from Discord, Epic Games, Valve, and Xbox.

RED Interactive Agency / Front End Engineer
SEPTEMBER 2010 - JUNE 2014, SANTA MONICA, CA

I specialized in building rich interactive experiences using web standards as the agency migrated from Adobe Flash. I worked closely with visual designers to strategize creative concepts and interface interactions.

In addition to client work, I also built the user interface for RED's custom content management system.

Awards

FWA of the Day

- ★ Lucasfilm's Star Wars Visualizer
- ★ The Hunt for the Golden Pistachio
- ★ UFC Social
- ★ El Rey Network