

Frontend-leaning Full-Stack Engineer/former Designer with 15+ years of experience building delightful, consistent ux  
Design Systems | Component Libraries | React | TypeScript | JavaScript/ES6+ | Node.js | TDD

## Work Experience

<b>Staff Full-Stack Engineer</b> Personal Projects, Reskilling	<b>Personal Sabbatical</b> New York, NY	<b>Sep 2023–Present</b>
<ul style="list-style-type: none"><li>Building a graphql api to house thanks and shout-outs as part of a larger multiformat xmas card and record release.</li><li>Developing a parking app that leverages Google Maps API to display available meter spots. (In-progress).</li><li>Built a patient portal using Shadcn for the frontend, Chart.js for data visualizations, and a Node.js/Express backend.</li><li>Completed modules on Tailwind, GraphQL API integration and Advanced React on FrontendMasters.com.</li><li>Completed Full-Stack Development Path on Codecademy.com.</li></ul>		
<b>Senior / Staff Frontend Engineer</b> Digital Media Group	<b>Paramount Global</b> New York, NY	<b>Dec 2012–Sep 2023</b>
<ul style="list-style-type: none"><li>Championed the use of Design Systems, built a library of 100+ reusable components, accelerating dev time by 2x.</li><li>Led frontend development of a full-redesign of Showtime's marketing site with 4M monthly unique visitors.</li><li>Partnered with Product to identify features for an MVP, architected a new CMS to power the site, eliminating the need for engineering resources to make content updates and crafting a best-in-class publishing tool from scratch.</li><li>Contributed code, wrote unit tests, and deployed services for Otto, a cloud-native data warehouse built in AWS, facilitating a better understanding of customer acquisition through large scale data extraction and analysis.</li><li>Introduced TDD to the frontend team, reducing regression bugs by ~30% and noticeably improving code quality.</li><li>Migrated build tools from Gulp to Webpack, modernizing the release workflow, reducing asset size by ~35%, and improving compilation times by ~20%.</li><li>Managed 2–3 engineers, mentoring, defining coding standards, and reviewing code; reduced PR revisions by ~25% and helped the team ship features ~15% faster.</li></ul>		
<b>Senior Frontend Engineer</b> Digital Media Group	<b>Paramount Global</b> New York, NY	<b>Sep 2009–Nov 2012</b>
<ul style="list-style-type: none"><li>Built a Rails CMS to augment the legacy Java stack, updating tooling and boosting backend team coverage by ~25%.</li><li>Architected a gamified engagement layer that drove ~30% higher content consumption and ~25% more social shares</li><li>Implemented a second-screen experience for live events, enabling users to predict fight winners, achieving a 100% streak over 12 months and driving ~25% higher session engagement and ~30% more repeat visits.</li><li>Built a custom overlay/modal video player using the Brightcove Player API, delivering a smoother UX and driving a ~17% increase in video views.</li></ul>		
<b>Frontend Engineer</b> Digital Media Group	<b>Paramount Global</b> New York, NY	<b>Jan 2007–Aug 2009</b>
<ul style="list-style-type: none"><li>Analyzed workflows and introduced Rails-style CLI scaffolding to generate Struts configs and JSP views, significantly improving developer experience.</li><li>Led the full redesign of the sports site, architecting a novel “Flash-as-presentation-skin” approach that preserved an accessible, crawlable HTML skeleton. Improved SEO visibility by ~30% and increased user engagement by ~20%.</li></ul>		

<b>Junior Designer</b> Digital Media Group	<b>Paramount Global</b> New York, NY	<b>Oct 2006–Dec 2006</b>
<ul style="list-style-type: none"> <li>Designed banners, animations, and visual assets for Showtime's original programming, movies, and sports.</li> </ul>		
<b>Frontend Developer</b> Digital Knowledge Ventures	<b>Columbia University</b> New York, NY	<b>Sep 2005–Sep 2006</b>
<ul style="list-style-type: none"> <li>Frontend Developer at Columbia University's in-house digital agency, modernizing ~15 academic websites by migrating static legacy sites to dynamic platforms with updated tech stacks.</li> </ul>		
<b>Graphic Designer, DJ, Visual Artist</b> Artists Collective	<b>WeAreChangeAgent</b> New York, NY	<b>Jan 2001-Dec-2005</b>
<ul style="list-style-type: none"> <li>Founding member of a collective of artists, beatmakers, photographers and fashion designers, including Team Shadetek, <a href="#">Orien Mcneill</a>, and Calli Curry (<a href="#">Swoon</a>).</li> <li>Produced bespoke, limited-edition packaging design for a vinyl-only release in which each sleeve was uniquely distressed, altered and customized, resulting in 150 one-of-a-kind collectable products.</li> </ul>		
<b>Web and Print Designer/Developer</b> Mode Raw	<b>Freelance</b> New York, NY	<b>Jan 2003-Aug-2005</b>
<ul style="list-style-type: none"> <li>Designed and built websites, e-commerce platforms and content management systems for a diverse clientele, including: musicians, artists, photographers, fashion designers, sign painters, art galleries and record labels.</li> <li>Art-directed, designed and performed pre-production on Vinyl/CD packaging for Change Agent, Sound-iNK, WhateverWeWant, and Warp record labels.</li> </ul>		
<h2>Education and Certifications</h2> <hr/> <ul style="list-style-type: none"> <li><b>B.A. Liberal Arts, The New School, New York, NY.</b> <span style="float: right;">2002</span></li> <li><b>TEFL (Teaching English as a Foreign Language) certificate</b> <span style="float: right;">2002</span></li> </ul>		
<h2>Technologies and Languages</h2> <hr/> <ul style="list-style-type: none"> <li>Languages: JavaScript/ES6+, TypeScript, Ruby</li> <li>Technologies: React, Redux, Zustand, Tailwind, CSS3/SCSS, Shadcn, MUI, MySQL, Postgres, MongoDB, Rails, AWS</li> <li>Other: Design Systems, Figma, StoryBook, React Testing Library, Jest, TDD, REST APIs, Git,</li> </ul>		
<h2>Projects</h2> <hr/> <ul style="list-style-type: none"> <li><b>Asbo</b> Developed a React/Redux + Rails aggregator for internet radio mix shows, using Nokogiri to scrape and populate content from sites without RSS feeds.</li> <li><b>Sho.com</b> - Led full redesign of sho.com (4M monthly visitors), developing a Design System with 100+ reusable components to support the build, accelerating dev time by 2x. <a href="https://pengbits.github.io/projects/1/sho.com">https://pengbits.github.io/projects/1/sho.com</a></li> <li><b>Styleguide</b> - The internal site for cataloging and documenting Showtime's Design System, featuring everything from foundations/primitives to complex components. <a href="https://sho-styleguide.vercel.app">https://sho-styleguide.vercel.app</a></li> <li><b>Paige</b> - A React client for a headless CMS with features such as composable form UI, date preview, rich-text-editor, filters, themes, and search. Heavily informed by principles of Test-Driven and Behavioral-Driven Development.</li> <li><b>The Dudes EP</b> - Performed art direction, design, and production for a vinyl-only release in which each sleeve was uniquely distressed, altered and customized, resulting in 150 one-of-a-kind collectable products.</li> </ul>		