

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 | Next.js | TDD

Work Experience

Senior / Staff Full-Stack Engineer Personal Projects, Reskilling	Personal Sabbatical New York, NY	Sep 2023–Present
<ul style="list-style-type: none">• Building a GraphQL api to house thanks and shout-outs as part of a larger multiformat xmas card and record release.• Developing a parking app that leverages Google Maps API to display available meter spots. (In-progress).• Built a patient portal using Shadcn for the frontend, Chart.js for data visualizations, and a Node.js/Express backend.• Completed modules on Tailwind, GraphQL API integration and Advanced React on FrontendMasters.com.• Completed Full-Stack Development Path on Codecademy.com.		
Senior / Staff Frontend Engineer Digital Media Group	Paramount Global New York, NY	Dec 2012–Sep 2023
<ul style="list-style-type: none">• Championed the use of Design Systems, built a library of 100+ reusable components, accelerating dev time by 2x.• Led frontend development of a full-redesign of Showtime’s marketing site with 4M monthly unique visitors.• 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.• 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.• Introduced TDD to the frontend team, reducing regression bugs by ~30% and noticeably improving code quality.• Migrated build tools from Gulp to Webpack, modernizing the release workflow, reducing asset size by ~35%, and improving compilation times by ~20%.• Managed 2–3 engineers, mentoring, defining coding standards, and reviewing code; reduced PR revisions by ~25% and helped the team ship features ~15% faster.		
Senior Frontend Engineer Digital Media Group	Paramount Global New York, NY	Sep 2009–Nov 2012
<ul style="list-style-type: none">• Built a Rails CMS to augment the legacy Java stack, updating tooling and boosting backend team coverage by ~25%.• Architected a gamified engagement layer that drove ~30% higher content consumption and ~25% more social shares• 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.• Built a custom overlay/modal video player using the Brightcove Player API, delivering a smoother UX and driving a ~17% increase in video views.		
Frontend Engineer Digital Media Group	Paramount Global New York, NY	Jan 2007–Aug 2009
<ul style="list-style-type: none">• Analyzed workflows and introduced Rails-style CLI scaffolding to generate Struts configs and JSP views, significantly improving developer experience.• 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%.		

Junior Designer
Digital Media Group

Paramount Global
New York, NY

Oct 2006–Dec 2006

- Designed banners, animations, and visual assets for Showtime’s original programming, movies, and sports.

Frontend Developer
Digital Knowledge Ventures

Columbia University
New York, NY

Sep 2005–Sep 2006

- 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.

Graphic Designer, DJ, Visual Artist
Artists Collective

WeAreChangeAgent
New York, NY

Jan 2001-Dec-2005

- Founding member of a collective of artists, beatmakers, photographers and fashion designers, including Team Shadetek, [Orien Mcneill](#), and Calli Curry ([Swoon](#)).
- 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.

Web and Print Designer/Developer
Mode Raw

Freelance
New York, NY

Jan 2003-Aug-2005

- 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.
- Art-directed, designed and performed pre-production on Vinyl/CD packaging for Change Agent, Sound-iNK, WhateverWeWant, and Warp record labels.

Education and Certifications

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| • B.A. Liberal Arts, The New School, New York, NY. | 2002 |
| • TEFL (Teaching English as a Foreign Language) certificate | 2002 |

Technologies and Languages

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| • Languages: | JavaScript/ES6+, TypeScript, Ruby |
| • Technologies: | React, Redux, Zustand, Tailwind, CSS3/SCSS, Shadcn, MUI, MySQL, Postgres, MongoDB, Rails, AWS |
| • Other: | Design Systems, Figma, StoryBook, React Testing Library, Jest, TDD, REST APIs, Git, |

Projects

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- **Asbo** Developed a React/Redux + Rails aggregator for internet radio mix shows, using Nokogiri to scrape and populate content from sites without RSS feeds.
 - **Sho.com** - 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. <https://pengbits.github.io/projects/1/sho.com>
 - **Styleguide** - The internal site for cataloging and documenting Showtime's Design System, featuring everything from foundations/primitives to complex components. <https://sho-styleguide.vercel.app>
 - **Paige** - 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.
 - **The Dudes EP** - 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.