

SEAN MCINTYRE

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smcntyr.com
pronouns she/they



EXPERIENCE

Product Designer, Software Engineer, Consultant — Lighthouse [2018 - present]

Participating in the rebrand, partial code rewrite, and feature development of *lighthouse.lgbt*, a new platform for connecting queer users to queer, queer-competent, and queer-specialized medical and wellness providers.

Interaction Designer & Software Engineer — Gust [2016 - 2018]

Principal designer and front end developer for Gust Equity Management project (formerly Sharewave) and market-facing assets of Gust Launch, a new incorporation and company formation product. Design involvement across all company products.

Spearheaded creation of product/framework agnostic SCSS system to standardize UI components and company-wide styleguide. Initiated and facilitated transition to code-driven design team through new hires and design team reorganization.

UX Designer & Front End Developer — Sharewave [2015 - 2016]

Principal designer and UI developer on a small team for a cap table management platform. Designed and implemented front end for numerous features, oversaw removal of Bootstrap and creation of component-based design system during transition from buildless CSS/AngularJS front end to SCSS/Angular/TypeScript/Webpack front end.

Front End Developer — North Street Creative [2014]

Front end developer for a variety of clients with occasional design responsibilities. Frequently tasked with adapting desktop designs to mobile devices and tablets. Common tech: WordPress, SCSS, BackboneJS, Gulp.

Co-Founder & Producer — TEDxSLC [2012 - 2013]

As part of a special initiative to foster community and promote the college through new media, my partner and I produced Sarah Lawrence's inaugural TEDx conference. We worked autonomously, raised and managed our own funds with the assistance of administrators, and participated in general strategic planning for the college. Responsibilities included coordination between multiple vendors, parties, individuals; design of web, print media, keynotes, and stage; assembly and management of a team of students, alumni, faculty, and professionals, procurement and curation of the speakers for the event, and production and editing of the videos from the event. This was (one of) the first TEDx conferences to feature predominately undergraduate speakers.

UIAXD, Web Engineer — Freelance [2013 - present]

(UIAXD = UI + IA + UX + IxD ❤️)

EDUCATION

Sarah Lawrence College

Bachelor of Arts in Liberal Arts, 2008 - 2012
Philosophy, Technology, Art, Design, & Film

General Assembly

User Experience Design, 2013
UX courses (not an immersive)

The School of the Art Institute of Chicago

Early College Summer Program, 2007

University of Houston

Architecture Summer Program, 2006

High School for the Performing and Visual Arts

Visual Art, 2004 - 2008

EXPERTISE

JavaScript (ES2017), TypeScript

Product, UI, UX, IxD Design

SCSS, PostCSS

Angular, AngularJS

SVG, CSS Animation

Designing & prototyping *in & with* code

Drawing, Sketching, Wireframing

Photoshop, Illustrator

Digital Photography

