

# Sean Niesen

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## CREATIVE SOFTWARE ENGINEER | FRONT END DEVELOPER

**Multidisciplinary front-end engineer and creative technologist** with 3+ years of professional development experience, blending technical skill with art school foundation to build expressive, user-focused digital experiences.

- **Creative Coding Enthusiast:** Building projects using Processing, Max/MSP, and Three.js; exploring generative visuals & interactive experiences, as part of development trajectory.
- **Resourceful Problem Solver:** Successfully owning and delivering complex UI features in a lean, fast-paced startup environment with minimal supervision.
- **Collaborative Product Builder:** Partnering with designers, engineers, and non-technical stakeholders to develop front-end features now used by insurance brokers nationwide.
- **Visual & Technical Thinker:** Applying formal art training and visual programming knowledge to build clean, user-friendly interfaces and compelling front-end systems.
- **Lifelong Learner:** Continuously upskilling through creative coding courses and personal exploration in motion graphics, generative art, and interactive media.

### Technical Proficiencies

Creative Coding & Generative Art  
JavaScript | TypeScript | ES6  
React.js & Front-End Architecture  
UI/UX Design Collaboration  
Processing | Max/MSP  
Three.js | WebGL  
HTML5 | CSS3 | SCSS  
Git & Version Control  
REST APIs & Node.js  
SQL | Postgres  
Figma & Adobe After Effects

## PROFESSIONAL EXPERIENCE

### MyHealthily | Portland, OR (Remote) Software Engineer

6/2002–Present

Played a key role in front-end development at a health insurance tech startup, delivering features from concept to production across a rebuilt React/TypeScript codebase. Worked closely with leadership to design intuitive UIs for brokers and clients, driving product evolution with minimal oversight. Promoted from junior role due to consistent delivery and creative solutions in project execution.

- Designed and developed a highly usable interface for Illustrative Level Funded plan selection, improving UX beyond the original mockups; featured on the company's marketing website.
- Led integration of Zoho CRM via TypeScript SDK, enabling client activity tracking and significantly boosting internal visibility and customer service coordination.
- Took over and completed development of all insurance "plan modules," creating a consistent, maintainable visual framework still used in production today.
- Successfully delivered a complex "non-voluntary insurance" feature across the app after taking over responsibilities from another developer; shipped to QA with minimal bugs.
- Continuously built and enhanced full-stack features (React, TypeScript, Swift, Postgres), contributing robust, testable code while independently executing UI design when mockups were unavailable.

### Chingu | Portland, OR (Remote) Software Engineer

3/2002–6/2002

Collaborated on a MERN stack project simulating a real-world dev team, building a full-featured social platform with a focus on polished UI and thoughtful UX. Contributed across front-end, back-end, and design tasks.

- Designed and implemented a recursive, thread-based commenting system with React and TypeScript, emphasizing intuitive interaction and visual hierarchy.
- Led front-end styling and layout architecture using Tailwind CSS, thus crafting clean, responsive interfaces aligned with modern design aesthetics.
- Contributed to interface motion and feedback cues, exploring opportunities for subtle animations and transitions to enhance usability.
- Balanced creative vision with development practicality during remote sprint planning; recognized by the program's founder for both technical strength and visual insight.

**CollegeNET | Portland, OR****4/2015–9/2016****Web Developer**

Designed and developed interactive, form-based user experiences for higher education clients using XML, JavaScript, CSS, and a proprietary DSL. Partnered with account managers to deliver polished applications tailored to each institution.

- Translated complex requirements into structured, visually coherent digital forms used by applicants nationwide.
- Iterated on existing interfaces—refining layouts, logic, and styling for improved clarity, usability, and responsiveness.
- Engaged in weekly peer-led JavaScript workshops to explore creative problem-solving and sharpen UI implementation skills.

**Metal Toad | Portland, OR****10/2014–11/2014****Web Development Intern**

Supported agency development team by contributing to front-end code and setting up testing tools, while gaining hands-on experience with live client projects. Quickly adapted to development tools and workflows in a fast-paced team environment.

- Refactored and improved CSS for a Discovery Kids Network site, enhancing maintainability and readability.
- Set up a Behat and Grunt-based testing environment for Drupal 8 projects, supporting automated testing workflows.
- Benefitted from building and maintaining ongoing relationship with mentor for continued career guidance.

**Additional Experience:****Ken's Artisan Bakery | Portland, OR****1/2017–3/2020****Delivery Driver**

Handled delivery operations for a busy artisan bakery, ensuring accurate and timely order fulfillment for 25–35 clients daily. Trusted team member known for punctuality and consistency until operations paused due to COVID-19.

**EDUCATION****San Francisco Art Institute — BFA Candidate, Multimedia Art**

- Completed coursework in digital art, sound design, Max/MSP, and Adobe Creative Suite
- Developed foundation in creative technologies and conceptual art

**Epicodus Coding Bootcamp — Full Stack Web Development**

- Trained in HTML, CSS, JavaScript, jQuery, Ruby, Rails, and Git
- Built full-stack applications and gained strong problem-solving skills

**Portland Community College — Continuing Education**

- Creative Coding (Processing), 2025
- Visual Music Systems (Max/MSP), 2024

**ADDITIONAL CREDENTIALS****Projects & Creative Work:**

- **Instagram Portfolio:** [@seanniesen](#)
- **Personal GitHub:** [github.com/seann1](#)
- **Work GitHub:** [github.com/seannmh](#)
- Built generative webcam art using Processing; shared on Instagram.
- Created interactive music system controlled by a light sensor using Max/MSP.
- Developed 3D scenes in Three.js and began learning Blender and TouchDesigner.

**Personal Interests:**

- Generative Art | Music Production | Snowboarding (28 days this season) | Backpacking (Olympics 2025) | Biking