

Sean Yesmunt

UI Engineer

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Experience

LBRY • Lead Desktop App Engineer

Fall 2017 - Present • Remote

- Worked with business and growth team to design and implement UI features.
- Kept large React codebase lean and modular as we added new features and accepted community PR's.
- Performed internal code reviews as well as responding to issues and pull requests opened by community members to our open source repos.
- Collaborated with other team members to quickly design, build, and test new features.
- Added functionality to our API server (written in Go) when needed.
- Continuously solved problems I have never seen before.

Walmart Labs • Software Engineer

Summer 2016 - Fall 2017 • Sunnyvale, CA

- Helped with walmart.com rewrite to React / Redux / Nodejs.
- Assisted in building reusable component library used by all of walmart.com and samsclub.com developers.
- Contributed with team members to create performant API's for extremely high traffic endpoints.
- Performed extensive accessibility testing and code changes to ensure all users without access to a mouse, keyboard, or vision could use the site easily.
- Worked closely with product managers and designers to create and close Jira tickets to build the most customer-friendly user flows.

Skills

Javascript • HTML

Solid grasp of the basics

React • Redux

Very comfortable working in large React/Redux codebases

UX / CSS

Confident in my abilities to design and implement easy to use features in an application, and I'm not afraid to ask for help when things don't look right or I need a second opinion on something.

React Native

I have built a number of React Native apps for fun, mostly to learn.

Node.js

Experience with creating Node.js servers in a lot of side projects, as well as maintaining production servers.

Frontend Build Tooling

Knowledge of Webpack, and some experience with Rollup and Parcel.