

Venus Ang

Lead Front-End Engineer | UI/UX & Design Systems | Mentor & Team Builder

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 Remote

Summary

Front-end engineering leader with 10+ years of experience building and shipping consumer-facing and enterprise applications. Skilled in JavaScript, TypeScript and modern web frameworks. Strong track record in design systems, accessibility, and mentoring engineers while delivering high-quality, scalable products. Known for attention to detail, pixel-perfect QA, and effective cross-collaboration with Product, Design, and Engineering teams across multiple products.

Experience

HashiCorp | Remote

Lead Software Engineer — Mar 2023–Present

Senior Software Engineer II (L4) — May 2022–Mar 2023

Senior Software Engineer — Mar 2020–May 2022

- Built the HashiCorp Cloud Platform (HCP) from inception to general availability delivering enterprise ready functionality with a growing user base.
- Developed accessible, reusable UI components in JavaScript, HTML, and CSS; transferable expertise in React/TypeScript.
- Contributed to the Helios Design System, improving usability and consistency across products.
- Heavily QA'd and refined UI work to ensure pixel-perfect design implementation and world-class user experiences.
- Partnered closely with Product, Design, and Engineering to conceptualize, plan, and deliver impactful features.
- Cross-collaborated across multiple product teams, including HashiCorp Cloud Platform, HashiCorp Cloud Terraform, and Terraform Enterprise, to deliver cohesive solutions.
- Mentored 3 front-end engineers, raising engineering standards through code reviews and technical guidance.
- Partnered with Product, Design, and Engineering teams to deliver impactful features and improve workflows.
- Owned the front-end technical roadmap, ensuring scalability, stability, and system health.

TBWA/Media Arts Lab | Marina Del Rey, CA

Full Stack Developer — Feb 2019–Nov 2019

- Architected and built UI/UX for internal asset management software.
- Delivered full-stack solutions in collaboration with cross-functional teams.
- Improved system performance and code maintainability by enforcing coding standards.

Cofense (PhishMe) | Remote

Senior Front-End Engineer — Aug 2015–Nov 2018

- Developed complex front-end systems and reusable components.
- Partnered with product and design teams to refine UX and ship customer-focused features.
- Contributed to scaling engineering processes during company growth from 100 → 600+ employees.
- Mentored teammates, led pair-programming sessions, and documented best practices.

Additional Experience

- Front-End Developer /Full-time & Consultant — Walt Disney Studios, CAA, Disney Interactive, Fox Interactive (MySpace), Kaiser Permanente, Universal Online.
 - Built responsive, consumer-facing web applications using JavaScript, HTML, CSS.
 - Delivered features for high-traffic platforms in entertainment, healthcare, and e-commerce.
- Software Development Instructor, ThriveDX — Mentored aspiring developers in JavaScript and front-end fundamentals.
- Math Teacher, LAUSD — Strengthened mentorship, coaching, and communication skills in an educational setting.

Skills

- Languages & Frameworks: JavaScript, TypeScript, React, Redux, Ember.js, Vue.js, Angular, HTML, CSS, SASS
- UI/UX & Design Systems: Accessibility (WCAG), Responsive Design, Figma, Storybook, Design Systems (Helios)
- Testing & Tools: QUnit, Mocha, Playwright, Jest, CI/CD, Datadog, LaunchDarkly
- Collaboration & Leadership: Mentorship, Team Management, Code Review, System Ownership, Agile/Scrum
- Other Tech: Terraform, Node.js, Go, Ruby on Rails, AWS, Azure, Terraform, PostgreSQL, MongoDB

Education

- M.S. Instructional Technology — National University, San Diego (Graduated with Honors)
- B.S. Engineering — Cal Poly, San Luis Obispo
- Clear Single-Subject Teaching Credential (Mathematics) — National University