

Valerie Kraucunas

Senior UX Engineer
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[Github](#) | [LinkedIn](#) | [Site](#)

Toolbox

Frontend: React, JavaScript, Vue, Typescript, HTML, CSS, SCSS, Web accessibility, Electron, Shopify, Stylelint, Style Dictionary

Backend: Node, Express, PostgreSQL, MongoDB, AWS SDK

Workflow: Git, GitHub, GitLab, GitHub Actions, JIRA, Asana, Jest, Mocha/Chai, ESLint, Vite, Webpack

Additional skills: Figma, UI/UX Design principles, Design thinking, Systems thinking, Design systems, Release management

Experience

Staff Engineer | Borderless VR
(Oct 2022-Nov 2023)

- Lead development of a web-based, no-code VR experience builder application in React, Zustand, and SCSS
- Built, tested, and maintained a robust UI component and utility library autonomously
- Improved code safety and developer experience with ESLint and Stylelint standards for all company JavaScript repos and wired them into GitHub Actions CI pipelines
- Added AWS Cognito authentication and authorization to a Node Express.js API
- Reviewed, tested and integrated freelancer deliverables
- Oversaw and delivered several safe releases to staging and production environments

Senior UX Engineer, Cofounder | Gibsunas Consulting
(2017-2022)

Executed frontend development contracts for industries including VR and Fortune 100 telecom using React and Vue

Client: Borderless VR, 2021 and 2022

Role: Frontend Developer

- Freelancing with the agency OddCommon, I developed a curated UI component library in React and SCSS, a proof of concept virtual reality experience building and deployment tool in React, SCSS, and Electron, and a facilitator control application for synced group VR experiences such as field trips or trainings
- Following a successful first year for the client, I rejoined the project in a freelance capacity for a new version informed by lessons learned and a rebrand for the product offering

Client: Charter Communications / Spectrum, 2020-2021

Role: Design System Engineer, Design tokens

- Established, maintained, documented, and evangelized a multi-platform design token library independently in an enterprise environment
- Collaborated with other design system engineers to build out new basic components with tokens to be consumed by all framework libraries; this group's deliverables greatly reduced bugs and inconsistencies on all platforms
- Managed releases of the design system documentation site, supported non-developer copy contributors in Git workflow

- Conducted research and authored over 5 critical team processes, including an intake to release workflow, consumer relations standards, and epic templates for new work

Client: Charter Communications / Spectrum, 2018-2020

Role: Prototyping Engingeer

- Functioned autonomously while embedded as sole developer in a cross-functional design group of UI, UX, and content designers, and UX research analysts
- Collaborated in the design process and prototyped robust proofs of concept in Vue for user testing of planned features, delivered between 6 and 10 prototypes a year
- Focused heavily on usability patterns of user portal interfaces and complex settings pages
- Advocated for accessibility best practices and developer experience in multi-disciplinary environments

Software Engineer | Massroots

(2017, 8 months)

- Participated in a platform rewrite, using React, Redux, and Stylus, and refactored a legacy Node API
- Wrote a script that migrated existing blog content and linking to a new domain
- Advocated for accessibility, development, and styling best practices within the company

Web Development Immersive Resident | Galvanize

(2016, 5 months)

- Developed and taught 2-4 classroom full stack web development lessons per week, provided 1:1 mentoring support to students, established a peer review format for students

Community Engagement

- **Denver Devs Community Moderator (2018-2023)**
 - Managed a Slack community of over 12,000 members
- **Mentor (ongoing)**

Education

Galvanize Full Stack Web Development Program - 2016

Creighton University, BA in Political Science - 2009