**KIRK ISRAEL**

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* **Self-motivated UI Software Engineer** with 10+ years’ experience designing and building compelling user interface features utilized by multiple Fortune 500 companies
* **Clever creator** with superior UI/UX design and building skills uses industry-standard frameworks and languages to expand capabilities of enterprise software
* **Curious problem solver** resolves issues and thrives in a data-driven culture while constantly iterating to successfully improve customer responses
* **Skilled designer** often selected to take on high-profile and complex projects utilizing core search UX design principles and creating front-page projects
* **Clear communicator** works well on large and small teams, collaborating with stakeholders and peers to design and implement rich, intuitive, UIs

**TECHNICAL EXPERTISE**

**Languages & Libraries**: Javascript, TypeScript, HTML5 / CSS, PHP, Java J2EE, Node.js, Perl, SQL, GraphQL, React, Redux, Angular.js, Next.js, Processing/P5, Spring, styled-components, JQuery, Freemarker

**Tooling:** Figma, Storybook, Git/Github, Webpack, Jest, Jira, Split.io, Jenkins, Axe/WAVE

UI Design

UI Implementation

UX Design

Website Design

Accessibility

Project Management

Internationalization

Scrum Leadership

**PROFESSIONAL EXPERIENCE**

**Senior UI Engineer** 05/2020 – 07/2023

Monster / Randstad

* Researched and developed [Style Forge](https://style-forge.monster.com/) design-to-dev pipeline across brands allowing precise export of CSS data from Figma
* Created intuitive functional demonstration prototypes, added 10+ reusable components to library, and generated three proof sites
* Built four new landing pages and improved core search functionality and Google Analytics tracking for Monster worldwide site serving 7 million unique visitors monthly
* Reduced turnaround times for international sites by 30% while focusing on i18n and a11y concerns
* Independently developed platform agnostic “classifieds widget” developing robust and responsive CSS; widget was immediately adopted across three major newspaper affiliates

**Senior UI Engineer** 12/2016 – 04/2020

[CarGurus](https://www.cargurus.com/)

* Collaborated on new React-based search and filtering features, adding new search to website homepage
* Increased lead volume by 5-10% and consistently exceeded team goals through implementation of compelling UI improvements
* Developed in React/Redux while maintaining legacy Freemarker UI on core listings and international expansion teams on site averaging over 37 million monthly visitors
* Spearheaded a11y improvements across all parts of site, building custom tracking tools to meet WCAG accessibility standards and improve accessibility
* Slashed AXE/Wave errors by 100% and warnings by 95%; reduced legal liability
* Designed coursework and delivered instruction in Processing/P5 to colleagues

**Senior UI Engineer** 03/2014 – 11/2016

AOL / Millennial Media

* Lead projects as scrum master of small development team initiating move to RESTful API structure
* Developed learning prototype in Ember for new Greenfield UI proposal and created tools to improve team management
* Maintained and enhanced super-scaled mobile ad delivery systems; integrated Angular.js and Data tables kit

**UI Engineer** 02/2013 – 02/2014

ThruPoint / [Café X](https://www.cafex.com/)

* Created functional WebRTC and remote interactivity prototypes and toolsets for large Financial and retail clients
* Integrated large-scale videoconference equipment with desktop technologies WebRTC and IVR

**UX Designer/ Fullstack Engineer** 04/2014 – Present

Porchfest.info

* Designed, architected, developed, and administered websites for large community music festivals
* Maintained full website experience to facilitate the organization of 150 bands, 70 locations, and 3,000 audience members; created infographics and charming digital toys and games
* Implemented multiple user experiences including online registration, drag-and-drop block scheduler, responsive map/schedule site, and generation of web, mobile, printable maps and band guides
* Built technology base for reuse at Porchfest music festivals in six locations including Fenway, Belmont, Newton, Natick, Dedham, and Dedham

**EDUCATION**

Bachelor of Science, Computer Science and English | Tufts University | Boston, MA

**ADDITIONAL EXPERIENCES**

**Musician and Co-Leader** 05/2013 - Present
JP Honk & BABAM

* Tuba player and music director, the bass and base of a long-lived community and activist street band
* Created web-based sheet-music management tools Chart-O-Tron and BABAMbook

**Programmer** 03/2004 - Present
Alien Bill Productions

* Designed and Programmed JoustPong, an original Atari 2600 game written in 6507 Assembly language, along with additional open-source tools for graphics and sound editing
* Created a series of browser-based toys and games at toys.alienbill.com
* Further professional and personal projects at kirk.is/portfolio/