



Boston, MA  
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Kirk Israel is a **UI Developer** with superior UI/UX design + building skills and experience engineering at all tiers. Proven success in an eclectic and overlapping range of developmental styles:



#### large-team enterprise

utilizing industry standard team methodologies and frameworks on large consumer-facing sites



#### small teams

collaboration with stakeholders and peers to design and implement rich, intuitive UIs



#### independent projects

creating long-lived websites, infographics, and charming digital toys

Portfolio at [alienbill.com](http://alienbill.com); Developer blog at [kirkdev.blogspot.com](http://kirkdev.blogspot.com).

## career highlights

- Primary UI engineer for multiple consumer-facing web apps
- Created the first Internet-based Shareholder Proxy Voting system, referenced on the WSJ front page and leveraged by multiple Fortune 500 companies.
- Developed and administered a family of [porchfest](#) websites for large community music festivals with online enrollment, drag and drop band scheduler, and web, mobile, and print map schedules.
- Developed and deployed article search/compilation app across multiple-terabyte legacy databases after rapid-prototyping phase.

[see more at kirk.is/resume/](http://kirk.is/resume/)

## core technology

- **Current Toolbox:** React / Redux; HTML5; Vanilla JS / ECMAScript; Processing+P5.js; JQuery; PHP; Axe/WAVE; Mocha/Jest; Git; Webpack; Sentry; Jira;
- **Previous Tools:** RESTful services; LAMP/Perl; SQL (Oracle, mySQL); Angular.js; Java J2EE; FreeMarker; Robot;
- **Legacy Exposure:** Ember; Node.js; JSF; Spring/Hibernate; MixPanel; Ehcache; Selenium; ColdFusion; 6502 asm; C/C++; XML (XSLT, JDOM); WebRTC;

## professional roles

### Senior UI Engineer - CarGurus

(2016-2020)

- Senior UI engineer, flourishing in a data-driven culture dedicated to constantly iterating and improving customer response on the industry leading website. Implemented UI improvements leading to 5-10% increases in lead volume, helping team consistently exceed target goals.
- Developed in React/Redux as well as legacy Freemarker Template stacks on core listings and international expansion teams on site averaging over 37 million monthly visitors.
- Central player in "A11Y council" taskforce for improving accessibility and decreasing legal liability. Advocated for customers and helped determine standardized evaluations with hands-on use of accessibility tools.
- Commended for collaboration with stake holders across business functions (design, copyrighting/marketing, product, legal) for corporate info page update before critical deadline.

- Designed and taught coworkers in classes in Processing/P5 - recreational and data visualization programming.

#### **Senior UI Engineer - AOL / Millennial Media**

*(2014-2016)*

- UI Engineer and Scrummaster for small development team. Integrated Angular.js and Datables kit. Pivoted to maintenance and enhancement of super-scaled mobile ad delivery systems. Thought leader in move to RESTful API structure. Created small tools for team management.
- Developed learning prototype in Ember for new "greenfield" UI proposal.

#### **UI Engineer - ThruPoint / Café X**

*(2013-2014)*

- Full stack engineer (with UI emphasis) for R+D group of company with focus on integrating large scale video conference equipment with emerging desktop technologies, especially WebRTC and IVR. Created functional prototypes and toolsets for large Financial and Retail clients.

#### **UI Engineer - alleyoop.com@Pearson**

*(2010-2013)*

- Primary UI Engineer for consumer-facing website to help teens prepare for college success. Created rich UI experience against a RESTful middle tier in HTML5 and jQuery. "Lean" and MVP methodology along with weekly user testing allowed for cycles of constant metered improvement.
- Advocated for increased "juiciness" in applications via frequent functional prototype creation exploring animation and interaction.

[see earlier roles at kirk.is/resume/](http://kirk.is/resume/)

## **independent projects**

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- Designed and maintained full web experience for Jamaica Plain Porchfest facilitating the organization of 150 bands, 70 locations, and 3,000 audience members. Implemented online registration, a drag-and-drop block scheduler, a responsive map/schedule site and generation of printable maps and band guides. Technology then used for Porchfests in Fenway, Belmont, Newton, and Natick.
- Created numerous small games, digital toys, infographic tools under personal freeware production company. Programs developed in Processing, P5, Vanilla.js, Perl, Java, PHP, Visual Basic, and PalmOS. Wrote new games for the Atari 2600 in 6502 Assembly Language and created canvas-based "Advent Calendars" in Processing and P5.js.
- Created and continued as managing editor for the Blender of Love, the web's oldest extant community-based monthly poetry journal built on a custom CMS. Site referenced in print editions of The New Yorker magazine, USA Today and the L.A. Times.

## **education**

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- Bachelor of Science in Computer Science and English from Tufts University
- Graduated Summa Cum Laude and Phi Beta Kappa.