

KIRK

ISRAEL

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Kirk Israel is a **UI Developer** with superior UI/UX design + building skills and experience engineering at all tiers and in on-site, remote, and hybrid scenarios.



large-team enterprise

utilizing industry standard frameworks and languages 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 and games

Interactive CV at kirk.is/resume; Portfolio at kirk.is/portfolio; Blog at kirkdev.blogspot.com.

career highlights

- Primary UI engineer creating front page interactive content on multiple household-name web companies.
- Created the web's first Shareholder Proxy Voting system, noted on the WSJ front page and leveraged by multiple Fortune 500 companies.
- Designed, architected, 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.

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

core technology

Current Toolbox: [React](#); [TypeScript](#); [HTML5](#); [Vanilla JS / ECMAScript](#); [Processing+P5.js](#); [PHP](#); [Next.js](#); [Storybook](#); [styled-components](#); [Jest](#); [Git](#); [Webpack](#); [Jenkins](#); [Jira](#); [Figma](#); [Split.io](#);
Previous Tools: [Redux](#); [Axe/WAVE](#); [jQuery](#); [RESTful services](#); [LAMP/Perl](#); [SQL \(Oracle, MySQL\)](#); [Angular.js](#); [Java J2EE](#); [FreeMarker](#); [Robot](#); [Sentry](#);
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 - Monster / Randstad](#)

(2020-Present)

- Innovator, Researcher, and Developer on groundbreaking "Design System for Design Systems" allowing precise export of CSS data from Figma and improving design to dev pipeline across brands.
- Corresponding extensible component library used TypeScript and styled-components for displaying Figma derived properties. Later selected to be member of focused team to adapt technology to parent company Randstad's "Orbit" design system revamp.
- Sole developer on revamp of embeddable job search widget for placement on partner websites, developing robust and responsive CSS in a tech-platform agnostic way.

- Anchor for Monster.com's core UX team, enhancing key job search application and promotional pages for array of international site and brands handling over 10 Million Vistors monthly.

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.
- 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 Datatables 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.

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

independent projects

- 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. Built technology base for resue at Porchfests in Fenway, Belmont, Newton, Natick, Dedham, and Dedham.
- 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.

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

education

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