KIRK ISRAEL

UI ENGINEER

Greater Boston Area

CONTACT

Email: kirk@kirk.is
Phone: +1 (617) 501-8251
Portfolio: kirk.is/portfolio
Blog: kirkdev.blogspot.com
LinkedIn: /in/kisrael

EXPERTISE

Languages & Libraries

JavaScript	React
TypeScript	Redux
HTML5 / CSS	Angular
Tailwind CSS	Vue.js
PHP	Next.js
Java J2EE	Kepler.gl
Node.js	Processing/P5
Perl	Spring
SQL	jQuery
GraphQL	FreeMarker
	Wordpress Plugins

Tooling	**Skills**
Figma	UI Design
Storybook	UI Implementation
Git/GitHub	UX Design
Webpack	Website Design
Jest	Accessibility
Jira	Internationalization
Split.io	Project Management
Jenkins	Scrum Leadership
Axe/WAVE	
AWS	

EDUCATION

Tufts University Bachelor of Science

Computer Science & English

Summa Cum Laude

OVERVIEW

Innovativing UI Software Engineer with 10+ years' experience designing and building compelling user interface features and front page enhancements to household-name companies

Thoughtful Creator with superior UI/UX design and building skills using industry standard frameworks and languages to design and implement rich intuitive UIs

Tenacious Problem Solver resolving issues and thriving in data-driven cultures while iterating and testing to successfully improve customer interaction

Clear Communicator creates vibrant team cultures and better documents established work

PROFESSIONAL EXPERIENCE

CODAMETRIX *UI/UX Developer* 06/2024 - 09/2024

- Drove comparison of analytics toolchain options (DataDog, MixPanel, Tableau) and coded innovative View and Event management system in Redux for DataDog with accompanying dashboard, allowing for fine grained page responsiveness tracking while protecting sensitive PHI data.

HARMONIA *UI Engineer* 01/2024 - 06/2024

- UI lead of Harmonia Innovation Lab, a small R+D team conducting research and creating prototypes to help land government contracts, with a special focus on AI analysis of real-time streaming GIS data.
- Constantly add new features and capabilities to kepler.gl, a Redux/React-based GIS analystics system.

MONSTER / RANDSTAD *Senior UI Engineer* 05/2020 - 07/2023

- Co-designed and developed Style Forge design-system-to-dev pipeline across brands allowing precise export of CSS data from Figma into new React/TypeScript component library
- Created intuitive functional demonstration prototypes, added 15+ reusable components to library, and generated three proof sites in Node/Next.js
- Built series of landing pages in React/TypeScript and improved core search functionality and Google Analytics tracking for Monster worldwide site serving 7 million unique visitors monthly, developing novel i18n/branding solution.
- Independently developed platform agnostic "classifieds widget" developing robust and responsive CSS; widget was immediately adopted across three major newspaper affiliates

CARGURUS *Senior UI Engineer* 12/2016 - 04/2020

- Collaborated on new React-based search and filtering features, adding new search to website homepage increasing lead volume by 5-10% and consistently exceeded team goals through 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. Oversaw pushes to datacenter fleet of 40+ servers.
- Spearheaded a11y improvements across entire site. Slashed AXE/Wave errors by 100% and warnings by 95%; reduced legal liability

PROFESSIONAL EXPERIENCE (CONT)

PORCHFEST.INFO *UX Designer / Fullstack Engineer* 04/2014 - Present

- Created reusable signup workflow, custom drag-and-drop block scheduling tools, and generated location-aware and mobile-friendly maps and schedules
- 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 5,000 audience members
- Implemented multiple user experiences including online registration, drag-and-drop block scheduler, responsive map/schedule site, and poster and trifold leaflets
- Built technology base for reuse at Porchfest music festivals in ten locations including Dedham, Newton, Fenway, and Medford

AOL / MILLENNIAL MEDIA *Senior UI Engineer* 03/2014 - 11/2016

- 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
- Created Node.js mock backend for datatable alternative exploration and experimentation.
- Maintained and enhanced super-scaled mobile ad delivery systems to AWS cloud-based network; integrated Angular.js and Data tables kit

THRUPOINT / CAFÉ X *UI Engineer* 02/2013 - 02/2014

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

ALLEYOOP.COM @ PEARSON *UI Engineer* 04/2010 - 01/2013

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

ADDITIONAL EXPERIENCE

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

- Tuba player and music director, the bass and base of a long-lived community and activist street band
- Created web-based sheet-music management tool Chart-O-Tron with member polling and drag-and-drop editing features for setlists.

ALIEN BILL PRODUCTIONS *Programmer* 03/2004 - Present

- 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/