

# JULIE WONGBANDUE

UX/UI Engineer

New York, NY

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## EDUCATION

GENERAL ASSEMBLY  
Web Development Immersive

GENERAL ASSEMBLY  
Front End Web Development

RUTGERS UNIVERSITY  
Mason Gross School of the  
Arts BFA Visual Arts, Painting

## SKILLS

React.js  
Typescript.js  
Node.js  
Storybook  
CSS  
CSS modules  
Styled Components  
Figma  
Sketch

## EXPERIENCE

### Senior UX Engineer

UX Engineer II

VIMEO New York, NY

**Dec 2022 - Present**

**Dec 2021 - Dec 2022**

- Contributed to planning and building our new design system using Chakra-ui and Ark-ui.
- Created tooling to help our ~180 frontend engineers migrate their application UIs from a deprecated design system to a new one.
- Contributed to feature development in our existing platform.

*Ark-ui, Chakra-ui, Lerna, Next.js, React, Storybook, SWR, Turbo, Typescript, Vite*

### Software Engineer II

UNQORK New York, NY

**Jul 2019 - Dec 2021**

Built a design system for our platform used by 40+ engineers and 10+ designers and contributed to feature development in our existing platform.

*React, Storybook, Typescript, Webpack, Rollup*

### Web Developer

DEUTSCH NY New York, NY

**Jul 2018 - Jul 2019**

Built and deployed custom applications and websites

*React, Webpack, Javascript, Photoshop*

### Junior Developer

SECOND CHILD NYC New York, NY

**Nov 2017 - Jul 2018**

Built static websites, banner advertisements, and prototypes.

*Greensock, Gulp, Javascript, Vue.js, Photoshop*

## RELEVANT PROJECTS

### BOKEH & IRIS (VIMEO DESIGN SYSTEM)

- To get stakeholder buy-in to replace our old component library (Iris) to our new one (Bokeh) I created a component scanning CLI tool, utilizing TypeScript and eslint-parser's ASTs to analyze component usage, aiding in estimating and facilitating component migrations.
- Played a pivotal role in deciding on a third party library for a new design system, prioritizing developer experience and ease of use to encourage adoption.
- Spearheaded development on a new third party based library, taking lead by initiating tickets for each component, proposing technical approaches and requirements to ensure a structured and cohesive development process, setting clear directions for the team and ensuring alignment with product objectives.
- Implemented visual regression testing using lost-pixel, component documentation in Storybook, automated slack messaging to announce releases.
- Continued package dependency updates and regular library maintenance and upkeep, component iteration, and continued support of engineering teams using our library.

### INTERFACE (UNQORK DESIGN SYSTEM, UQDS)

- On a team of six engineers, a lead designer, and product managers, we created a design system and component library that establishes a visual language throughout our platform.
- Worked closely with product designers and feature engineers to understand their needs as we moved forward.
- The library features form components (inputs and buttons), tables and data grids, layout components, in addition to elegant animations, leveraging modern CSS (custom properties), React, Typescript, Node.js, Webpack, Rollup, and Storybook.

## REFERENCES UPON REQUEST