

## Erik Pukinskis

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👋 **Hi! I am an experienced full stack engineer, with a focus on crafting great user experiences.** I am passionate about predictable delivery, developer experience, design systems, technical debt, and making work fun.

**Technical specialties:** React, TypeScript, HTML, CSS, Tailwind, Storybook, Draft.js, React Testing Library, Chromatic, Playwright, Selenium, Webdriver, Jest, Babel, Webpack, Vite, Vitest, Next.js, Node.js, GraphQL, tRPC, Prisma, SQL, Postgresql, Docker, Firebase, CI

**Portfolio:** <https://snowedin.net>

**Github:** <https://github.com/erikpukinskis>

**Blog:** <https://dev.to/erikpuk>

**CodePen:** <https://codepen.io/erikpukinskis>

## Education

B.S., Computer Science, University of Connecticut 1999 - 2003

M.S., Human-Computer Interaction Design, Indiana University 2004 - 2006

Ph.D. (incomplete) Cognitive Science, UC San Diego 2006 - 2008

## Selected Experience

Engineering Manager at Spaero Bio (Nov 2023 - December 2024)

Grew a team from three to eight engineers. Bootstrapped [software engineering process](#). Coordinated with Design, Product, and Management to ensure the team is working on top priorities, delivering on time and. Built out platform and wrote full stack features using Node.js, tRPC, Postgresql, Prisma, Next.js, and React.

Design System Lead (Contractor) at Spaero Bio (May 2023 - October 2023)

Rapidly built out a new component library using React, Radix, TypeScript, Tailwind, and Storybook for the company's 1.0 release.

Senior Software Engineer, Design System at Globality (Sep 2022 - April 2023)

Built [foundational components and patterns](#) for Data Visualization in React on Visx. Accelerated feature teams by maintaining, improving, and expanding Globality's shared component library. Participated in Web Accessibility Audit, assisting triage and adding accessibility tooling.

### Senior Software Engineer at Shortcut (January 2021 - June 2022)

Built frontend features within a legacy framework, coordinating closely with Product, Design, and Backend teams. Led a project to architect and build a new GraphQL-based data layer using Apollo, React, and Sqlite. Build new foundations for the Shortcut design system, including Storybook, CI integration, Figma integration, and documentation. Ran process for cataloging tech debt with the broader frontend engineering team. Organized the team's first frontend summit. Bootstrapped new processes for [engineers to own epics](#). Built an automated performance regression test suite.

### Senior Software Engineer at Pathpoint (July 2019 - January 2021)

Key engineer building out a web application on React, Node.js, and Go. Mentored Junior engineers. Helped refine and document best practices around TypeScript and GraphQL. Built a world class Browser Testing environment for reliable, extensible automated tests. Work closely with designers to build a design system with high quality reusable UI components for rapid prototyping and UI development.

### Software Engineer at Weebly (September 2017 - July 2018)

Port an existing application to a new front-end architecture. Set best practices for Vue and Vuex. Plan a continuous, methodical transition from Backbone/Marionette to the new tools

### Software Engineer at Good Eggs (April 2014 - July 2015)


Full stack Node development, converting mockups into CSS and HTML, development planning, creating reusable CSS components and Javascript templates, set architectural directions for the application and large scale refactoring projects.

### Founder at SproutRobot (January 2009 - April 2014)

Manage design and marketing contractors, built Rails app, including front end HTML and graphics, interaction design including usability testing. Featured in LifeHacker and TechCrunch. 60,000+ registered users. 100+ paying customers in the first six months.

### Instructor at Indiana University School of Informatics (September 2004 - May 2006)

Taught Intro to Human-Computer Interaction Design to undergraduate students, introducing them to fundamentals of iterative design, usability testing, etc.

 **Interests:** tree care, earthworks, tiny home construction, vegetarian cooking, end-user programming, wooden boat building, post-impressionist painters