

Erik Pukinskis

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Hi! 🙋 I'm an experienced web engineer trained in both Computer Science and Interaction Design.

Specialties: Software engineering process, mentorship, developer experience, React, TypeScript, Node.js, GraphQL, SQL, Firebase, CircleCI, Github Actions, HTML, CSS, Styled Components, Storybook, UI testing, visual tests, Selenium, Webdriver, Testing Library, Jest, Babel, Webpack, Vite, Vitest, shell scripting, interaction design, Scrum, estimation, planning, test-driven development, managing technical debt, frontend tooling

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

Unfinished Ph.D., 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. Bootstrap [software engineering process](#) for feature delivery, a release cadence, and bug triage. Coordinate with Design, Product, and Management to ensure the team is working on top priorities. Set the standard and tone for high quality full stack PRs.

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

Rapidly built out a new component library using React, Radix, and TypeScript 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.

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

Prototyped two candidate GraphQL data layers, one thick client one thin client. Built a “real devices” performance comparison solution to help us choose between the two. Worked closely with lead designers to create new foundations for our design system so more code can be shared across components, and the same conversations around color, spacing, responsive design don't keep happening over and over again. Ran process for collecting tech debt ideas from engineers and refining them as a group into a roadmap with the highest ROI projects tee'd up for management. Also bootstrapped new processes for engineers to own epics, provide the right feedback at the right time, and task out and estimate epics so they can be delivered on time.

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

Key engineer building out web application on React+Node+Go. Mentor Junior engineers. Help 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. Established a data-driven approach to cataloging technical debt enabling an actionable stream of low cost high impact refactors.

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, analyze architectural directions for app and organize 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 and propagation, tiny home construction, vegetarian cooking, end-user programming, post-impressionist painters, frontend DX