

Erik Pukinskis

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Full stack web developer with deep knowledge of both Node and client-side JavaScript technologies. A background in both interaction design and software engineering makes me uniquely qualified to help an organization integrate design and engineering concerns. Passionate about careful separation of concerns, and making decisions that enable a fast pace of development. I love teaching, developing documentation, and maintaining tools to keep the developers around me productive.

Specialties: HTML, CSS, Node, React, TypeScript, GraphQL, WebGL, Rails, Deno, Vue, interaction design, Scrum, test-driven development, usability and design research, managing technical debt

Selected Experience

Senior Software Engineer at ShortCut (January 2021 - present) - Deliver a steady stream of marketable user value on a combo Legacy JavaScript + React/GraphQL/Styled Components system. Facilitate conversations across frontend and backend teams to put in place stable architecture plans. Draw ICs across the frontend team into productive conversations about process, and architecture. Build a culture of collaboration between engineering, design, and product.

Senior Software Engineer at Pathpoint (July 2019 - December 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 Developer 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.

Education

Incomplete Ph.D., Cognitive Science, UCSD 2006 - 2008

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

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

Interests: tree care and propagation, tiny home construction, vegetarian cooking, end-user programming, post-impressionist painters

Github: github.com/erikpukinskis

Codepen: codepen.io/erikpukinskis