

KIRK ISRAEL

UI ENGINEER

Greater Boston Area

CONTACT

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EXPERTISE

Languages & Libraries

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

Tooling

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

Innovating UI Software Engineer with 12+ 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

FM GLOBAL

UI Engineer

01/2025 - Current

- Contract role for the cross-module UI team for Polaris, an extensive next generation Field Engineer reporting platform using React and GraphQL.
- Primary developer moving "Production Flow Diagram" module from prototype to integrated module - an advanced diagramming tool with advanced back-end integration, based on ReactFlow. Achieved high resolution, browser-side PFD generation and download.

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 analytics 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 and PoC sites in Node/Next.js, added 15+ reusable components to component library, generated three proof sites in Node/Next.js, developed platform agnostic "classifieds widget" developing robust and responsive CSS; widget was immediately adopted across three major newspaper affiliates
- 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.

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/