

Michael Riley

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SITE

<https://mikeriley.dev>

CODE REPOSITORY

www.github.com/mikeriley131

OBJECTIVE

Seeking a role as a UX Engineering Manager.

EDUCATION

BA with an emphasis in Graphic Design from University of Maryland Baltimore County (UMBC), fall 2012.

EXPERIENCE

UX Engineering & Design System Manager

Regions Bank

March 2023 - present

Duties include: Manage a team of four UX Engineers and one UI Designer • Help build and lead the development for a custom design system • Interview, hire, and onboard new team members • Lead weekly Agile ceremonies • Hold weekly 1:1s with reports • Maintain the roadmap and backlog for the design system

UX Developer

Indeed

October 2022 - March 2023

Duties included: Ensure front-end best practices around design consistency, accessibility, performance, and coding for production-level applications • Ensure UIs are accessible and make use of design system patterns • Contribute to bug fixes and feature enhancements of design system components

Senior UX Engineer, Design System Lead

Regions Bank

November 2020 - October 2022

Duties included: Help build and lead the development for a new custom design system, built from scratch • Build front-end prototypes and proofs of concept and hand-off to platform developers • Consult with platform developers to ensure proper implementation of design system components • Collaborate with UX Designers on component UIs • Collaborate with platform developers on contributions to the design system • Consult with accessibility experts to ensure components and prototypes are inclusively designed and developed • Onboard new UX Engineers to the Design System team • Research and vet new front-end technologies and practices

RELEVANT SKILLS

- Experience managing a cross functional squad of UX engineers and UI designers
- Experience leading a team of UX engineers, designers, and accessibility experts
- Experience building a custom design system from the ground up
- Experience collaborating with designers and engineers to ensure proper implementation of UX artifacts
- Experience mentoring junior developers

TOOLS OF THE TRADE

- HTML, CSS, JS
- React.js
- Accessibility
- Chrome, Firefox, Safari, Edge
- VS Code
- Git, GitHub, BitBucket
- Grunt, Gulp, Webpack
- NPM, Yarn, Bower
- SASS/SCSS, LESS, Stylus
- Styled Components
- Create React App, React Boilerplate
- Redux
- Gatsby.js
- Netlify
- WordPress
- Shopify
- Postman
- Bootstrap
- HTML5 Boilerplate, Normalize.css
- W3C HTML & CSS Validators
- Google Fonts
- Figma, Sketch, Zeplin, InVision
- Adobe Typekit
- Adobe Photoshop
- Adobe XD
- Adobe Illustrator
- Adobe InDesign
- Jira, Trello

REFERENCES

- Available upon request.

Principal Software Engineer - UI

Envysion

April 2020 - November 2020

Duties included: Front-end development of a React application • Be the primary advocate for UX and accessibility • Ingest data from RESTful APIs for display in the UI • Audit existing components and layouts to find UX, performance, and accessibility improvements • Write end-to-end tests to verify user flows • Review teammate's code to ensure quality, accessibility, and performance • Manage work in a Kanban-based Agile framework

Senior Front-End Developer

Launch Forth

April 2019 - March 2020

Duties included: Front-end development of a React/Redux-based application • Ingest data from RESTful APIs for display in the UI • Refactor markup and CSS for entire application to improve performance, accessibility, and developer experience • Write unit tests for functional quality • Review teammate's code to ensure quality, accessibility, and performance • Edit existing UI designs for feasibility and design new UI components in design tooling as needed • Keep workflow progressing in a Scrum-based Agile framework

Interactive Developer

Crispin Porter + Bogusky

May 2016 - April 2019

Duties included: Front-end development of websites and applications for various clients in various languages, libraries, and frameworks like React, js, Redux, WordPress, Jekyll, Drupal, Shopify, and Sitecore • Accessibility compliance • Development of a process for digital design from UX to design to component library • Verify feasibility of UI designs

Website Specialist

Johns Hopkins Bloomberg School of Public Health

May 2013 - May 2016

Duties included: HTML/CSS/jQuery code maintenance of the school's website as well as affiliated sites and coding of new sites and modules • Site maintenance via SiteExecutive CMS • CMS training and support for stakeholders throughout the school • Documentation of code, style guides, and instructional guides • Management of Front-End projects • Point of contact for third-party vendors related to Front-End work

Volunteer Tech Direction

Tech for Campaigns

2018 - 2021

Duties include: Create WordPress instances for volunteer teams hosted and managed through AWS LightSail • Set up WordPress instance and provide technical direction for projects I am involved in • Write technical documentation for other Technical Directors in building out their own project sites

SIDE PROJECTS

- Merch Matcher (merch-matcher.com)
- Toxic Pop Records digital downloads

PROFESSIONAL DEVELOPMENT

- State Modeling in React with XState, Frontend Masters - 2022
- Learn UX - 2020
- Advanced React & GraphQL - 2018
- Learn Node - 2017
- React For Beginners - 2017
- Learn Redux - 2017
- Javascript 30 - 2017
- Generate Conference - 2016, NYC, NY
- An Event Apart - 2015, Washington, DC
- An Event Apart - 2014, Washington, DC
- Betamore Academy, Front-End Web Developer course - 2014, Baltimore, MD
- Tuts+ account - 2013 - present