JULIE WONGBANDUE

UX/UI Engineer
New York, NY
juliewongbandue@gmail.com

---

juliewongbandue.dev

https://github.com/
juliewongbandue

www.linkedin.com/in/
juliewongbandue

EDUCATION

GENERAL ASSEMBLY
Web Development Immersive

GENERAL ASSEMBLY
Front End Web Development

RUTGERS UNIVERSITY
Mason Gross School of the
Arts BFA Visual Arts, Painting

SKILLS

React.js
Typescript.js
Node.js
Storybook
CSS
CSS modules
Styled Components
Figma
Sketch

REFERENCES UPON REQUEST

EXPERIENCE

Senior UX Engineer — Dec 2022 - Jan 2026
UX Engineer II — Dec 2021 - Dec 2022
VIMEO New York, NY
- Contributed to planning and building our new design system using Chakra-ui and Ark-ui.
- Created tooling to help our ~180 frontend engineers migrate their application UIs from a from a deprecated design system to a new one.
- Contributed to feature development in our existing platform.
  Ark-ui, Chakra-ui, Lerna, Next.js, React, Storybook, SWR, Turbo, Typescript, Vite

Software Engineer II — Jul 2019 - Dec 2021
UNQORK New York, NY
Built a design system for our platform used by 40+ engineers and 10+ designers and contributed to feature development in our existing platform.
React, Storybook, Typescript, Webpack, Rollup

Web Developer — Jul 2018 - Jul 2019
DEUTSCH NY New York, NY
Built and deployed custom applications and websites
React, Webpack, Javascript, Photoshop

Junior Developer — Nov 2017 - Jul 2018
SECOND CHILD NYC New York, NY
Built static websites, banner advertisements, and prototypes.
Greensock, Gulp, Javascript, Vue.js, Photoshop

RELEVANT PROJECTS

BOKEH & IRIS (VIMEO DESIGN SYSTEM)
- To get stakeholder buy-in to replace our old component library (Iris) to our new one (Bokeh) I created a component scanning CLI tool, utilizing TypeScript and eslint-parser's ASTs to analyze component usage, aiding in estimating and facilitating component migrations.
- Played a pivotal role in deciding on a third party library for a new design system, prioritizing developer experience and ease of use to encourage adoption.
- Spearheaded development on a new third party based library, taking lead by initiating tickets for each component, proposing technical approaches and requirements to ensure a structured and cohesive development process, setting clear directions for the team and ensuring alignment with product objectives.
- Implemented visual regression testing using lost-pixel, component documentation in Storybook, automated slack messaging to announce releases.
- Continued package dependency updates and regular library maintenance and upkeep, component iteration, and continued support of engineering teams using our library.

INTERFACE (UNQORK DESIGN SYSTEM, UQDS)
- On a team of six engineers, a lead designer, and product managers, we created a design system and component library that establishes a visual language throughout our platform.
- Worked closely with product designers and feature engineers to understand their needs as we moved forward.
- The library features form components (inputs and buttons), tables and data grids, layout components, in addition to elegant animations, leveraging modern CSS (custom properties), React, Typescript, Node.js, Webpack, Rollup, and Storybook.