

Contact

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Top Skills

User Experience

CSS

JavaScript

Languages

Spanish

Mike Freitag

Personal Sabbatical at NA - Personal
Austin

Summary

Senior Javascript Developer specializing in functional, modular, and data-driven JavaScript architectures. I love Array methods, object deconstructing, rest operators, and Async/Await :)

Love meeting new people, traveling, snowboarding, catching shows, and writing music.

Experience

NA - Personal

Part Time: Personal Sabbatical

August 2019 - Present (1 year 3 months)

Due to a personal event, took small sabbatical from full-time professional world and worked part time (10-15 hrs/week) on small Shopify ecommerce consulting projects. Most projects (90%) use React or Angular for the front end. Also provided Node support for API development.

Nano

UI Architect

April 2018 - August 2019 (1 year 5 months)

Austin, Texas Area

Nano used devices that measured air quality for hospitals, serving as an early alert warning system. The company needed a data analytics platform to combine device and customer proprietary data.

I setup an AWS authenticated React front end application using Redux for state management, Sagas middleware for API requests, and React Router for routing. The front end used D3 for data analyzation and manipulation.

I used S3 buckets for storing data objects and SSR (Server Side Rendering) hosting. In addition, I used API Gateway with Node and Python Lambda functions for the ETL process.

For layout and design, our design team used Sketch and the front end team used Material UI and web components. We started with CSS in JS, but switched to Styled Components as the project progressed. We preferred the styled components approach to managing the design. We also used Storybook to work with our design to team to build reusable components.

For testing we used Jest and React Testing Library for all our functional and component testing. We used ESLint for static tests.

A big part of the project was education and documentation. We set up JSDocs and started education series with new developers. It allowed us to teach our patterns and our setup. In addition, it was an opportunity to improve based on new feedback.

TECHNOLOGIES

Node (API development, async/await, file streams, S3 and gzip integration, file format conversions), React, React Native, Redux, Sagas, AWS Serverless, AWS Lambda, AWS API Gateway, AWS Cognito, AWS DynamoDB, AWS S3, AWS Cloudfront, Google IoT, Google Functions, Google BigQuery, Google App Engine, Google Compute Engine, TypeScript, Webpack, Sketch, Styled Components, CSS in JS, Material UI, Storybook, Jest, React Testing Library

ibble

Mobile UI Developer (Ibble is a Nano company)

January 2019 - April 2019 (4 months)

Austin, Texas

Being part of the Nano team, ibble needed dev support for v1 mobile delivery. Supported their main dev team to deliver v1 mobile application (iOS and Android) in React Native, Firebase, and Redux. In addition, assisted in developing API services with Google Firebase Firestore and Firebase Functions. Successful launch for SXSW 2019.

For layout and design, our design team used Sketch and the front end team started with StyleSheet, but started to experiment with Styled Components as the project progressed. StyleSheet was the preferred way forward, as it was more established as a pattern.

For testing we used Jest and React Testing Library for all our functional and component testing. We used ESLint for static tests.

Railroad19

Senior UI Engineer

October 2015 - March 2018 (2 years 6 months)

Greater New York City Area

As a senior Front End Engineer for the enterprise NBC Ad Sales platform, assisted in 2 major projects. 1) porting a legacy front end application using Ruby Slim templates with jQuery to Angular 2.0 and 2) building a configuration application in React with Redux and React Router.

NBC had an Ad Sales data platform that users could manage their budget dollars and deals. Clients evaluated previous years' performance with current/future budget forecasting. The application needed more a responsive UI to allow real time dollars and calculations for better planning.

We setup an Angular 2.0 pipeline that included:

Completely separated front end code

The use of API endpoints

State Manager: using RXJS Observables to maintain application single source state object

Action Service: to set and update application states in one place

Data Service: that served as HTTP API request library

A build process that had Karma testing using phantomJS and ESLint

A build process that had integrated SASS CSS compilation

In addition to the Angular 2.0 port, we also built a React/Redux configuration application that customers could use to manage their proprietary data and their profiles.

I setup an Ruby authenticated React front end application using Redux for state management, Sagas middleware for API requests, and React Router for routing. The front end used custom reusable components integrated with our proprietary branded SASS CSS.

For React testing we used Jest and React Testing Library for all our functional and component testing. We used ESLint for static tests.

A big part of the project was education and documentation. We set up JSDocs and started education series with new developers. It allowed us to teach our

patterns and our setup. In addition, it was an opportunity to improve based on new feedback.

IKANOW

UI Architect

May 2014 - July 2015 (1 year 3 months)

Currently, primarily responsible for porting a legacy Flex (ActionScript) based UI to a modern HTML5/CSS3 web compliant RESTful UI/UX using AngularJS, Bootstrap, Underscore/LoDash, jQuery, UI-Router, D3, HighCharts and other minor plugins. For dev I am using Grunt/Bower/Express/Node. I also maintain another project with similar technologies.

I generally try to keep services/filters/directives that are agnostic and reusable throughout the app at the same level as an app feature. An app feature typically follows a pattern to have controller, directive, and views directories with a app module containing routing configs, data dependencies, etc.

My general rule of thumb is to keep controllers thin, let services handle data "states" and use directives as HTML chunks.

I use Lodash/Underscore pretty religiously for data management (filter, each, map, etc). I rarely use jQuery, only when absolutely necessary. Grunt for task management, Bower for plugins/dependency management, Node/Express for server.

Zenkata IO

Senior UI Engineer (Contract)

December 2013 - June 2014 (7 months)

Product was a Kanban board that allowed drag and drop interface to monitor different channels. It also included multiple states that mimicked a traditional board. Built using the MEAN stack with Jade templates. Was the single developer that worked with the founder/owner.

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My general rule of thumb is to keep controllers thin, let services handle data "states" and use directives as HTML chunks.

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With this project I deployed to Heroku.

Compare Metrics

Senior UI Engineer

April 2013 - May 2014 (1 year 2 months)

Austin, TX

Product was a NodeJS injected filtering JS application that hit against an Elastic Search instance with some MongoDB meta info as well. The app primarily used Backbone as its' core UI with jQuery for DOM manipulations. Was refactored to primarily use Underscore and Underscore templating to make the app significantly leaner.

In addition an internal tool was created using MEAN stack for configuration tools.

The app used a sniffing concept that allowed to know what compiled package to deliver to take over the DOM and drop in a dynamic interface that filtered products based on a special sauce.

Restoration Hardware

UI Designer/Developer

January 2012 - January 2013 (1 year 1 month)

This was the maintenance of the Restoration Ecommerce site. Included new features, improvements, etc. It was powered primarily JSP pages with jQuery and raw JS to make the site interactive.

The coolest thing about this project was using HTML attributes (later a concept introduced by Angular) that stored product info that was used to update the hero image based on the users selections in real time. This was before Backbone and/or Angular hit the scene and MV* was a relatively new concept, nowadays the model would store everything and update the UI as needed.

PayPal

UI Designer/Developer

October 2010 - January 2012 (1 year 4 months)

This was internal team designed to support internal apps and teams. Created IA, wireframes and use cases for new internal tools, Built HTML/Javascript/CSS prototypes for development group, Integrated prototype to work into codebase (Java).

I worked at PayPal twice. In between each stint with the company, I started my own ISP with a couple of partners and we delivered wireless broadband in rural areas around Texas. We sold the company in 2011.

PayPal

1 year 6 months

UI Designer/Developer

January 2009 - August 2009 (8 months)

Austin, TX

This was internal team designed to support internal apps and teams. Created IA, wireframes and use cases for new internal tools, Built HTML/Javascript/CSS prototypes for development group, Integrated prototype to work into codebase (Java).

I worked at PayPal twice. In between each stint with the company, I started my own ISP with a couple of partners and we delivered wireless broadband in rural areas around Texas. We sold the company in 2011.

User Experience Designer

March 2008 - December 2008 (10 months)

This was a small team within eBay Auto. We dealt primarily with the dealer network on eBay. It was a interesting position because there were so many security protocols to follow around UI for security reasons, understandably. I learned and built a dynamic image gallery widget using Flash ActionScript 3 and XML as an example of one of the creative ways around said protocols. In addition, maintained and designed dealer templates for GM, Ford, Toyota, Lexus, and Mercedes using JavaScript (jQuery/YUI), CSS, XHTML, and Java (Tapestry/Freemarker).

SimDesk

Lead UI Designer/Developer

March 2007 - April 2008 (1 year 2 months)

Using PHP, CSS, semantic HTML, jQuery (when it was still a baby and people debated JavaScript CSS selectors), refactored an web-based Email/Contacts/

ToDos/Exchange-wannabe into (at the time) a modern web based app. It was a lot of fun because this was the beginning of what we really know as the semantic web. A lot of these tools were just starting to use AJAX concepts. Would end up shaping my opinions on MV* and jQuery specifically.

Powered

Web Designer (Contract)

August 2006 - December 2006 (5 months)

This was really early in my "true" software dev background. This was a custom made enterprise recruiting CRM when that used to be cool. It was basically a Java stack that used JSP as templates. Mostly, HTML and CSS, but also a little JavaScript, pretty crude stuff, and some basic logic expressions in the JSP. Created dashboards and some basic "AJAX" concepts. People at this time were really excited about opening and closing of stuff.

Authoria/Hire.com

Interface Designer / Web Developer

January 2004 - August 2006 (2 years 8 months)

This was really early in my "true" software dev background. This was a custom made enterprise recruiting CRM when that used to be cool. It was basically a Java stack that used JSP as templates. Mostly, HTML and CSS, but also a little JavaScript, pretty crude stuff, and some basic logic expressions in the JSP. Created dashboards and some basic "AJAX" concepts. People at this time were really excited about opening and closing of stuff.

Education

Texas State University-San Marcos

BBA Marketing, Marketing/Business