

JOSHUA BRIGATI

Front-End Software Engineer

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WORK EXPERIENCE

Front-End Software Engineer

Terraform Labs

📅 2022 - current

📍 Remote

- Led the development of a Component Library, Station-UI, encompassing over 100+ components, showcasing expertise in UI/UX design and Storybook documentation.
- Balanced pivotal roles in Station development by harmonizing front-end design implementation and development responsibilities, overseeing a team of 3 designers to ensure seamless integration of UI elements on the platform.
- Collaborated with designers to translate visual mockups from Figma into code for 10+ interactive websites, ensuring alignment with UX best practices and performance optimization.
- Implemented responsive design principles across web applications by following Figma specifications, resulting in stunning interfaces that enhanced overall user engagement.
- Executed rapid responsive UI designs for the Alliance NFT Collection project within an aggressive 2-week timeline, aligning with Figma prototypes for pixel-perfect deliverables.

Full Stack Software Engineer

Verb Inc.

📅 2019 - 2022

📍 Remote

- Led development for a React application with 30,000+ users.
- Collaborated with UX/UI designers to ensure top-notch visual aesthetics of the application, leading to an average rating of 4.5 out of 5 from end users.
- Led the integration of a comprehensive Design System into the front end, optimizing 2,000+ files for improved UI/UX consistency and performance.

Software Engineer

Factom Inc.

📅 2018 - 2019

📍 Austin, TX

- Led the development and implementation of a data visualization tool using ReactJS and Node.JS to present 15+ critical performance metrics from Factom's blockchain, enhancing user experience and system monitoring.
- Designed and developed a dynamic frontend dashboard to visualize real-time Factom coin prices using modern JavaScript frameworks like React, resulting in an improved user experience and increased engagement.

SKILLS

Tech

- React
- NextJS
- JavaScript
- TypeScript
- SCSS / CSS
- TailwindCSS
- Figma
- Vercel
- Storybook
- Design Systems
- Responsive development
- Framer Motion
- MDX
- NodeJS
- Mentorship

Web3

- ethers.js
- Web3.js
- Wagmi
- Solidity

EDUCATION

Advanced Programming Immersive

Hack Reactor

📅 2018

- Learned about modern web technologies, scrum methodologies, and computer science fundamentals.

ACHIEVEMENTS

- Design award - for embodying Verbs Design core value
- Top 5% - LinkedIn Front-End Development Assessment
- Top 5% - LinkedIn CSS Assessment

PROJECTS

Station-UI (Component Library)

Terraform Labs - Frontend Software Engineer

📅 Aug 2023 - current

- Developed a robust Design System and Component Library for Station extension (V3) and Station Dashboard, encompassing over 120 design tokens, responsive font mixins, and a collection of more than 100+ components. Produced comprehensive Storybook documentation for seamless integration.
- See the components in use at: <https://dashboard.station.money/>

Station Wallet Landing Page

Terraform Labs - Frontend Software Engineer

📅 Oct 2023 - Oct 2023

- Implemented responsive design and interactive animations using NextJS, Typescript, SCSS and Framer Motion to develop a dynamic landing page for Station Wallet.
- See in production: <https://station.money/>

Alliance Dao Collection

Terraform Labs - Frontend Software Engineer

📅 2023 - 2023

- Developed the Alliance NFT Collection project, focusing on responsive UI design and alignment with Figma prototypes.
- See in production: <https://dao.alliance.money/>

SimplePlanets (NFT DApp) (dead)

Creator

📅 2021 - 2021

- Created over 100 layers to randomly generate 10,000 ERC-721 NFTs.
- Wrote a Solidity smart contract to mint NFTs and distribute 10% of the costs to current holder.
- Build and designed a space themed NextJS DApp that connects to a Smart Contract with ethers.js for users to mint and learn more about the project.