

Timothy B. Smith

Frontend Engineer

Vista, CA

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INTRODUCTION

I'm Tim Smith, a frontend engineer with extensive design experience based in Vista, California. I bridge the gap between design and engineering.

For more than ten years, I've worked on sites and web apps by creating user flows, wireframes, mockups, and writing standards-based HTML, CSS, and JavaScript. I help lead collaboration between engineering and design teams, and love working to maintain or create a pattern library for UI components and frontend markup. Teaching others is a passion of mine, so I've had the honor of speaking at several conferences.

SKILLS

Design with a focus on web applications and user experience; front-end development with a focus on standards-based markup and performant CSS and JavaScript; Git; extensive experience with Rails, WordPress, React, and Next.js.

PREVIOUS PROJECTS

Acquisitions Editor at A List Apart
alistapart.com

A List Apart explores the design, development, and meaning of web content, with a special focus on web standards and best practices.

EXPERIENCE

Senior Front End Engineer at 10up

August 2020–Present

Provide estimates and draft requirements for components. Create frontend performance budgets. Write accessible and performant markup, CSS, and JavaScript. Work closely with designers to transform their work into code.

Owner, Designer & Developer at Anythin' Goes LLC.

September 2012–December 2019

Managed the design and development business. Met with potential clients and gather requirements for projects. Plan and draft proposals. Worked with small and large businesses, creating websites in addition to complex, data-rich, web apps.

Senior UX Designer & Developer at Mealthy

August 2017–February 2018

Design and build website in addition to a custom CMS with Phoenix and React. Organize and architect SCSS to scale. Create components out of common UI patterns. Help with design and frontend strategy.

Design Mentor, Bloc

January 2017–February 2018

Meet with students one to three times a week. Give advice and critique as they progress through curriculum. Write new curriculum to fill gaps.

UX Designer & Developer at ACL Services, Ltd.

April 2015–November 2016

Worked on a team of designers to keep a consistent design language across various products. Develop features within products of different technologies like Ruby on Rails and Angular. Write about the design team's process and how we solved problems.

Designer & Frontend Developer at Rocket Lift Inc.

November 2012–May 2013

Web Designer at Lullabot

March 2012–September 2012

Lead UI Designer at Bundly LLC.

April 2011–October 2011

Graphic Designer, Freelance

July 2007–April 2011

EDUCATION

Palomar Community College, Graphic Communications

January 2006–May 2009