

Adam Drago

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Profile

Front-end (and increasingly full-stack) engineer with a passion for building beautiful user interfaces and exceptional user experiences while adhering to established best practices and industry standards. A fan of self-documenting code, functional programming, and using the platform.

Skills and tools

JavaScript, TypeScript, CSS, Semantic and Accessible HTML, REST, GraphQL

React, Next.js, React Query, Apollo, and CSS frameworks like vanilla-extract, tailwindcss, CSS Modules, Styled Components, and SCSS

Git, GitHub, VSCode

Rollup, Webpack (mostly through Create React App), Gulp, custom Node.js build scripts

Experience

Software Engineer, Block, Inc.

Remote — Starting 11/2022

- More info coming soon! ☐

Head of Development, Live Better PHL

Remote — 6/2022 to 9/2022

- Setup error monitoring and logging on existing food ordering site and restaurant menu management site, unearthing several production issues.
- Fix production issues affecting existing sites.
- Rewrite existing food ordering site using Next.js and TypeScript, with static pages for each restaurant. (livebetterphl.com)
- Learn enough Swift and UIKit to help fix bugs in native iOS app.

Staff Software Architect, Schedule Engine / HomeX

Remote – 12/2017 to 11/2021

- Plan out architecture for front-end of Schedule Engine application.
- Create script used to embed Schedule Engine scheduling widget, exposing client-side API to client websites. Written in TypeScript, initially built with Webpack, then converted to Rollup.
- Create front-end of white-labeled scheduling widget, with several theming options for changing colors, copy, and preferences. Written in TypeScript, built with React and GraphQL, and styled using Styled Components. Eventually used by hundreds of home service providers across the United States and Canada.
- **Schedule Engine acquired by HomeX around 11/2018**
- Build and maintain shared ESLint config used by front-end projects across the company.
- Assist HomeX.com front-end team in adding features and fixing bugs.
- Review hundreds of resumes and assist in the hiring of several front-end engineers.
- Plan out architecture for new Schedule Engine Enterprise product.
- Lead and assist team in creating React component library NPM module, written in TypeScript, built with Rollup.

- Lead and assist team in building out two separate dashboards for Schedule Engine Enterprise.

Front-end Lead (Contractor), BankMobile

Remote – 5/2017 to 12/2017

- Work with front-end and back-end teams to fix bugs and add features to existing AngularJS application.
- Plan out and implement build system for white-labeled banking web application using Gulp and SCSS.
- Lead team and help build out features for new white-labeled application.

UI Engineer, Apple, iTunes

Cupertino, CA – 1/2016 to 5/2017

- Build and maintain JavaScript bridge between Podcasts client and server
- Build and maintain apps for tvOS (What's New, Subscription Management, and others).
- Debug and fix issues with iOS apps (iTunes Store, App Store, Podcasts, iTunes U, iBooks), Desktop iTunes, and iTunes Web Preview.
- Work with localization team to create desirable user experiences across all locales.
- Work with back-end teams to create APIs that match desired Human Interface team designs.

Front-end Web Developer, Apple, Online Store

Cupertino, CA – 8/2014 to 1/2016

- Develop and maintain marketing content for the Apple Online Store and Apple Store iOS App.
- Anticipate and provide solutions for localization and accessibility issues.
- Migrate team's Sass build from Compass to Gulp.
- Write and maintain custom Gulp module to compile Apple Store App style sheets using Sass, greatly improving team

performance, and allowing code modularity, shared styles, and a more consistent user experiences.

Previous employers excluded for brevity.

Education

Millersville University, Millersville, PA – B.S., Computer Science, 2010