I am a **user interface engineer** living in **Seattle**.

Alex Tebbs

Website: alextebbs.com
Github: github.com/alextebbs
LinkedIn: linkedin.com/in/alex-tebbs
Email: alex@alextebbs.com
Twitter: @ajtebbs

Objective

I seek a user interface engineering position at a forward-thinking creative agency or product focused company.

Talent

Multidisciplinary proficiencies; designed, engineered and shipped full-stack web apps using NextJS/React.

Specialized workflow allowing for quick iteration & prototyping.

Hybrid ability to create and translate effectively between design & engineering teams.

Experience with developing tools & structure to standardize components across a given design system.

Broad history of work spanning from print design to web application development.

Learn more on my website: **alextebbs.com**

Experience

Senior UX Engineer, Extreme Arts & Sciences, 2016 - 2023
At Extreme Arts & Sciences, I was a team lead in the experience division - working with a small group of junior developers while remaining an individual contributor across multiple fronts. Using custom user interface frameworks I authored, I delivered projects for customers including Microsoft, GoDaddy, and NVIDIA. I broadened my skillset to include back-end development and front-end javascript libraries, while remaining focused on delivering quality, accessible, user experiences.

UI Developer, Solitude Creative, 2014 - 2016
At Solitude Creative, I was the primary interface designer and resident CSS expert. Solitude immediately realized the value of bringing someone onto the team with a deep understanding of code-based layout design. Solitude is a nimble, fast-paced creative agency, constantly juggling multiple projects at once, all of them with tight deadlines. My hybrid role and approach to iterative prototyping in user interface design helped us meet these deadlines and produce solutions that our clients could walk away happy from.

Web Designer, Dreamtime Studios, 2012 - 2014
Dreamtime is a small creative agency based out of Spokane, Washington. I was the first employee and primary assistant to the business owner, taking their website design mockups and implementing in CSS, as well as expanding on the given designs to create mobile and tablet layouts. My expertise in responsive web design and working with CMS systems started at Dreamtime Studios.

Print Designer, Signature Genomics, 2010 - 2012
Signature Genomics is a genetics testing company specializing in microarray testing. At Signature I worked across print and interactive media. My duties included designing and branding new collateral, as well as updating the markup and visual design of Signature Genomics' website and proprietary web application: Genoglyphix. I began as an intern and then was hired onto the team shortly afterwards.