




Aleks Blagojevich

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SKILLS

Languages	JavaScript, Typescript, Liquid, PHP, Dart, Python, SQL, HTML, CSS
Platforms	AWS, GCP, Vercel, Supabase, Heroku, Shopify, SquareSpace, WordPress.com
Mobile Development	React Native, Flutter
Development Tools	Docker, Cypress, Figma, Git, Photoshop, Postman, Swagger, Warp
Ecommerce Integrations	Optimizely, WooCommerce, PostHog, Google Analytics, MailChimp, Klaviyo
Frameworks & Technologies	NextJS, React, Redux, Node.js, Vue, Svelte, NuxtJS, Remix, SASS, MUI, Tailwind, NativeWind RNE, NestJS, Laravel, WordPress

EXPERIENCE

Lotic.AI Remote - Austin, TX December 2022 - Present	Lead Front End Architect <ul style="list-style-type: none">• Spearheaded the strategic planning, design, and leadership of all user-facing interfaces, ensuring intuitive, seamless, and responsive experiences across diverse platforms, including web clients, React Native, Alexa, Apple Watch, and Chromecast.• Developed and deployed multiple cross-platform libraries. A mobile-first, responsive UI library on the web while simultaneously supporting native components in React Native applications. A unified Bluetooth API allowing multiple clients to enable Bluetooth Low Energy functionality and connect to hardware using the same API. And an internal tracking library allowing for shared business logic and data capture tools.• Led prototyping and development of innovative projects, including an AI-generated artwork service enabling user input to be converted into an abstract digital painting with music. This leveraged Node Canvas, ffmpeg, and other server-side libraries to generate the artwork.• Contributed actively to daily development tasks alongside the rest of the team. Code reviews, pair programming, discussions, feedback, etc.
Finli Remote - Los Angeles, CA October 2020 - December 2022	Staff Front End Engineer <ul style="list-style-type: none">• Designed and implemented a fully responsive UI design system, seamlessly maintaining branding across multiple external partnerships and integrations.• Developed philosophies and best practices around automated testing. Implemented Cypress and Detox for testing both locally and as part of our CI/CD process.• Conducted thorough code reviews, fostering a culture of quality and continuous improvement among the entire development team.• Provided mentorship, leading to the team's growth and skill development, including guiding multiple team members through promotions.• Planned and successfully led and developed a complete ground-up rewrite of the flagship application as an initial project as well as many of the application's most valuable features.
TrueCar (NYSE: TRUE) Hybrid - Santa Monica, CA August 2018 - October 2020	Senior Software Engineer III <ul style="list-style-type: none">• Planned and architected critical features for core products, ensuring scalability and alignment with business objectives and user needs, including the Dealership Portal and Used Car Search.• Led development teams in implementing complex features, providing mentorship and fostering a collaborative environment.• Collaborated with cross-functional teams, acting as a liaison to align technical and non-technical stakeholders on project objectives.• Optimized user pathways and increased conversions through data-driven multivariate testing and strategic decision-making.• Ensured high-quality code delivery through rigorous code reviews and adherence to best practices, promoting modern development tools and methodologies.

DEFY Media

Hybrid - Los Angeles, CA
November 2015 - March 2018

Lead Full Stack Engineer

- Led the development of features within a proprietary CMS while also incrementally transitioning the functionality into a Single Page Application (SPA) using React and Redux all while maintaining production support and managing dark feature releases.
- Managed the migration of legacy properties to WordPress within a cloud-based infrastructure, overseeing the handling of many terabytes of content and integrating with video management systems.
- Managed a team of front-end developers across three tech stacks, coordinating efforts between on-site and off-site teams. The team was split between Los Angeles, Shanghai, France, and Turkey.

DEFY Media

Onsite - Los Angeles, CA
April 2014 - November 2015

Senior Front End Engineer

- Collaborated with cross-functional teams to deliver high-profile projects from inception to launch under tight deadlines, ensuring code quality, maintainability, and performance.
- Authored unit tests and technical documentation for all JavaScript and SASS contributions.
- Worked on notable projects including the redesign of ScreenJunkies.com, development of the Live Polls Module, and integration of React into the proprietary CMS.

DEFY Media

Onsite - Los Angeles, CA
February 2014 - April 2014

Senior Technical Producer

- Developed DEFY Media's custom video player, now utilized across all high-profile properties, delivering video to over 100 million users monthly.
- Integrated with all major ad platforms which required support for advanced features like server-rendered video ads, integrated pre and post-rolls, and skipable interstitial ads.
- Implemented header bidding and built systems for retargeting ads when users viewed videos on other platforms like Facebook and Twitter.
- Supported streaming content with ad breaks on our proprietary subscription-based ScreenJunkies.com streaming service.

DEFY Media

Onsite - Los Angeles, CA
March 2012 - February 2014

Technical Producer & UI Developer

- Collaborated with multiple teams to design and develop cutting-edge, highly animated microsites, high-value/high-traffic ad products, and internal tools.
- Worked under tight and demanding deadlines in order to ensure client satisfaction and timely delivery of often last-minute requests.
- Led notable projects such as Coca-Cola's "Ahh.com" Campaign, KFC's "Dip'ems" Campaign, Gillette's "Movember" Mens Skin Care campaign, and Pepsi's "All Time Great Superbowl Ads" campaign.

Demand Media (NYSE: DMD)

Onsite - Santa Monica, CA
August 2011 - February 2012

UI Engineer

- Employee #5 at a startup which was eventually acquired by NYSE: DMD.
- As the only UI Engineer on the product team, I was tasked with implementing all new and high value features, bug fixing, unit testing, and addressing customer concerns directly via feedback channels.
- Collaborated with the other engineers to develop internal tooling that allowed our Biz Dev team and Product team streamline their workflows as it related to growing and nurturing the user base.

EDUCATION

San Diego State University

San Diego, CA
Class of 2006

Graphic Design

- Had the good fortune to earn a full scholarship to play football at SDSU while pursuing my dream of becoming a Pixar animator. However, I discovered my passion for web technology thanks in large part to a Digital Entrepreneurship class my freshman year.