JEANETTE LE

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SENIOR FRONTEND ENGINEER

I'm a frontend engineer with over 20 years of experience building scalable web applications. My background spans shipping production products across AI image generation, real-time sports analytics, and large-scale travel platforms. I specialize in React, Next.js, and TypeScript, while maintaining a strong grasp of backend and cloud technologies like AWS, Vercel, headless CMS, and Node.js to bridge the gap across the full stack. I build with AI-assisted workflows day to day, using Claude Code and agent context files to move from design handoff to production faster without giving up code quality.

TECHNICAL SKILLS

Core Frontend: HTML, CSS/SCSS, Tailwind CSS, CSS Modules, JavaScript, TypeScript, React, Next.js (App Router, Server Components, Server Actions, ISR, API Routes), Material UI (MUI), Web Accessibility (WCAG), Responsive Design, Localization (i18n), State Management (React Context), Performance Optimization

Frontend Libraries & APIs: Canvas API, Web Workers (Comlink), WebSockets, REST APIs, GraphQL, React Router, Zod, Stripe, three.js (WebGL)

Cloud & Backend: AWS (Cognito, CDK/SST, CloudFront, Lambda, S3), Vercel (CI/CD, Preview Deployments, Analytics), Headless CMS (Wix CMS, Forms, Events), DynamoDB, MySQL, Node.js, RabbitMQ

AI & Tools: AI-Assisted Development (Claude Code, Claude Design, CLAUDE.md / AGENTS.md), Git, GitHub, CI/CD, ESLint, Agile/Scrum, Jest, Storybook

PROFESSIONAL EXPERIENCE

BLNG AI, San Francisco Area, CA (Remote)

Lead Frontend Engineer OCT 2023 - DEC 2025

- **Built a production AI image generation app from zero to one** as the primary frontend engineer. Delivered an interactive canvas with object transforms like drag, scale, and rotate, layered editing workflows, and a real-time chat interface. Developed reusable MUI components and managed the app state using React Context.
- **Designed and implemented authentication** and user management with AWS Cognito, which supported secure access and role-based behavior across the app.
- **Integrated Stripe billing** and subscription management, enabling multiple pricing tiers and supporting plan upgrades and lifecycle changes.
- Helped take the app from **prototype to production** by collaborating on **AWS infrastructure (CDK/SST)** across API Gateway, Lambda, CloudFront, S3, and DynamoDB.

The Walt Disney Company, San Francisco, CA

Senior Software Engineer - Disney Streaming Advanced Research FEB 2021 - JUN 2023

- **Designed and developed a real-time dashboard** for a UFC partnership that displayed fighter action recognition and strike-by-strike statistics during live events, supporting the majority of weekly UFC events.
- Built a **React interface to display nine concurrent live camera feeds**, including configurable settings and controls to support event operations.
- **Designed a multi-step calibration workflow** using live feeds, allowing operators to position points with pixel-level precision and view results from backend services.
- Developed **interactive 2D and 3D skeletal pose visualizations** using Canvas API and three.js (WebGL), with Web Workers to keep rendering performance high.
- Implemented **automation and system monitoring** using Node.js and RabbitMQ to support reliable live event operations.

Plusgrade, New York, NY & Montreal, Canada (Remote)

Senior Software Engineer AUG 2012 - FEB 2021

- Developed an **interactive seat map experience** for airline passengers, enabling seat selection and upgrades through responsive, multilingual UIs.
- Built a **real-time auction bidding system** for travel upgrades, launching first with Etihad Airways using React, GraphQL, and TypeScript.
- Supported and scaled a **white-label upgrade platform**, helping grow the airline partner base from roughly 35 to over 70 airlines over the course of my tenure.
- Designed and implemented **admin tools** for partners to manage pricing configuration, reporting, and queue management.
- Led initiatives in **responsive design and accessibility**, and integrated various payment providers to support global deployments.

Travora Media, New York, NY

Senior Software Engineer NOV 2010 - AUG 2012

- Built **advertising analytics and reporting tools** using JavaScript and MySQL for consumer-facing sites.
- Developed **ETL pipelines** using Java and C# to support large-scale data warehousing.
- Integrated third-party data providers and ad platforms, including DoubleClick/DART, Audience Science, and BlueKai.
- Supported large-scale data warehousing systems using AWS, Java, Hadoop, and Lucene.

Travelocity, New York, NY

Software Developer SEP 2007 - NOV 2010

- Contributed to travel shopping tools that generated **$15M+ in annual revenue** for flights, hotels, and vacations.
- Redesigned **IgoUgo.com** by building an in-house CMS, trip-planning tools, and social integrations.
- Led **SEO initiatives** that improved search rankings and site performance.

KeyBank, Cleveland, OH

Technology Associate / Intern to Senior Application Systems Programmer SEP 2002 - SEP 2007

- Progressed from an intern within a technology rotation program into a senior engineering role.
- Built a **C# / ASP.NET dashboard** from the ground up for tracking banking and brokerage investments.
- Developed a dynamic customer risk assessment system and reporting tools using C#, Crystal Reports, and Excel.

Community Project

El Cerrito Supply Co. (elcerritosupplyco.com): Designed, built, and launched a community shop site with Next.js 16, TypeScript, and Tailwind CSS on Vercel, using Wix as a headless CMS and an AI-assisted workflow with Claude Code.

Education

Bachelor of Science (BS) in Computer Science

John Carroll University, Cleveland, OH