

Brian Poblete

Frontend Engineer

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I am a software engineer with a background in **Web (App) Development** and **User Experience**. Building beautiful and usable interfaces that increase customer interaction that adhere to accessibility standards for **ADA Compliance**.

SKILLS

Languages: JavaScript, TypeScript, SASS/SCSS, PHP, HTML, CSS

Frameworks: React, Node.js, SolidJS, Astro, Svelte, Tailwind

Developer Tools: Git, CI/CD, Docker, WordPress, Drupal

Other: Web Accessibility, ARIA, UX Design, Figma, REST APIs, SQL

PROFESSIONAL EXPERIENCE

For a full history of my work experience, please visit my [LinkedIn](#) page.

Frontend Engineer

May 2024 – Present

National High Magnetic Field Laboratory - Mass Spectrometry, UI Development, User Research

- Development of data visualization tools for mass spectrometry data.
- Collaborating with scientists and engineers to create a user-friendly interface for data analysis to significantly improve the efficiency of the research process.

Contract Web Developer

Mar. 2022 – May 2023

Venerate Agency - JavaScript, TypeScript, React, SCSS, Accessibility

- Increasing customer engagement and improving conversion rates for **The Gap, Old Navy**, and other brands using React and Styled Components.
- Implementing web accessibility features such as keyboard navigation and screen-reader optimization to ensure ADA compliance.

Research Assistant

May 2023 – May 2024

FSU Dept. of Computer Science - C#, Visual Studio, User Research, Collaboration

- Conducted research on the traffic monitoring system of the Florida Department of Transportation (FDOT).
- Identified usability pain points, optimizing user experience, reducing friction in data analysis and quality control.
- Leveraged automated tools to increase code readability, add missing documentation, and improve upgradeability.

PERSONAL PROJECTS

[Frontend Mentor.io](#) | *TypeScript, SCSS, SolidJS, Vite, Tailwind, Astro, Svelte*

Feb. 2023 - Present

- Collection of components and webpages built according to design specifications using experimental web dev technologies.
- Originally built with SolidJS, I branched out to experiment with Astro, Tailwind, and Svelte.
- Performing code reviews and assessing the accessibility, responsiveness, and design accuracy of other developers' solutions.

[Personal Blog Website](#) | *Astro, TypeScript, Open Source*

Aug. 2023 - Present

- Built with Astro, SCSS, and TypeScript. Hosted on Vercel.
- Writing educational blog posts that showcase by experiences with various technologies.

OPEN SOURCE CONTRIBUTIONS

[Open Props CSS Docsite](#) | *CSS, JavaScript*

Mar. 2024

- Proposed and implemented a feature enhancement to the documentation site for the popular [Open Props CSS library](#).
- Collaborated with library author, [Adam Argyle](#) of the Google Chrome developer team.
- 18K weekly NPM downloads, 5.4K GitHub Stars

[MDN Docs - View Transition API](#) | *Web APIs, MDN, Software Documentation*

Aug. 2023

- Committed critical, missing information to the docs on the new View Transitions API.
- Improved readability of the docs by enhancing quality of implementation examples.
- 8.6K GitHub Stars

[SolidJS Framework Documentation](#) | *SolidJS, Software Documentation*

Apr. 2023

- Committed styling, formatting, and content fixes to improve readability for SolidJS developer documentation.
- Collaborated with SolidJS core team on Discord to improve quality and maximize impact of my pull request.
- 234K weekly NPM downloads, 30.7K GitHub Stars

EDUCATION

Florida State University (FSU) - Graduate School

May 2023 – Dec. 2024

M.S. in Computer Science - 3.9 GPA - Ongoing

- Graduate Research Assistant
- Vice President - Association for Computing Machinery - FSU Chapter

Florida State University

Aug. 2021 – May 2023

B.S. in Computer Science - 3.643 GPA