LAWRENCE HORNE

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PROFILE

Senior Software Engineer with 5+ years building scalable, accessible component libraries and user interfaces. Experience architecting design systems that serve 50+ production components. Experienced with React, TypeScript, and cross-functional collaboration with design teams, with ability to mentor engineers and deliver solutions focused on user needs that improve workflow optimization and accessibility.

TECHNICAL SKILLS

- **Languages & Frameworks:** JavaScript (ES6+), TypeScript, React (5+ years), Node.js, Swift/SwiftUI, Go
- **UI/UX Technologies:** HTML5, CSS3/SCSS, Responsive Design, CSS Grid/Flexbox, TailwindCSS, Styled-Components
- **Component Libraries:** Storybook, Design Systems, MUI (Material-UI), Component Architecture, Reusable UI Patterns
- **Development Tools:** Vite, Webpack, Babel, Git, npm/yarn, ESLint, GitHub Workflows
- **Accessibility & Standards:** Accessibility implementation basics, ARIA Patterns, Inclusive Design
- **Design Collaboration:** Figma integration, Design System Implementation, Cross-browser Compatibility
- **Testing & Quality:** React Testing Library, Cypress, Accessibility Testing, Performance Optimization

EXPERIENCE

Senior Software Engineer Zylo · January 2022 – August 2024 · Remote

SaaS platform requiring responsive, accessible interfaces for enterprise customer workflows

- Designed frontend infrastructure for automation service using centralized state management, reducing unnecessary renders and improving configuration management
- Established technical leadership through biweekly frontend architecture meetings and mentored 3 engineers directly (1 promoted to Senior Engineer) while supporting 12+ team members with TypeScript adoption

- Built shared component library from initial 1-component repository to 50+ production components, serving as co-creator and architectural decision-maker using TSDX, Styled Components, and Storybook
- Led adoption of 4 major technologies (TypeScript, React Query, React Hook Form, React Testing Library) across frontend team through documentation, lunch-and-learns, and hands-on support
- Designed reusable analytics page components with React Query caching that reduced load times and were adopted app-wide, supporting 60% year-over-year platform data volume growth
- Implemented accessibility improvements including keyboard navigation and color contrast fixes, validated through automated testing and user feedback
- Optimized application performance by eliminating unnecessary useEffect usage, reducing bundle size through code splitting, and removing dead code

Software Engineer Zylo · April 2019 – January 2022 · Remote

SaaS platform requiring responsive, accessible interfaces for enterprise customer workflows

- Developed customer-facing enterprise dashboards and user reporting tools using React and Victory data visualization for complex data analysis
- Upgraded Node.js from 10.x to 12.x and core packages, addressing security vulnerabilities while improving developer experience and unlocking modern ES6+ language features
- Pioneered React Testing Library adoption by completely migrating from Enzyme, implementing outcome-focused testing methodology that improved test reliability as product requirements evolved
- Built Redux modules for data fetching and state management, improving user experience across multiple product areas through centralized state architecture
- Evolved from executing technical decisions to influencing architecture through introduction of React Hooks and component refactoring patterns
- Enhanced cross-functional collaboration during remote transition through clear Slack communication, screen recordings, and stakeholder updates

Contractor Certell · February 2018 – April 2018 · Remote

501(c)(3) nonprofit digital learning organization

- Developed interactive reading interface components for educational platform serving 20,000-40,000 students using JavaScript, jQuery, HTML, and CSS with focus on accessibility
- Built Node.js REST APIs for ebook content highlighting, bookmarking, and retrieval with data persistence to enhance learning outcomes
- Collaborated with 3-person development team to implement design specifications and deliver engaging educational experiences for comprehensive social studies curriculum

Background & Interests

- **Career Transition:** Self-taught engineer who transitioned from retail buyer after building internal inventory solution that reduced order processing time by 50%. Recognized by leadership across store and regional levels. Completed 18-month self-directed learning program using Udacity, Code School, and Pluralsight.
- **Community:** Fluent in American Sign Language with experience volunteering in the deaf and hard-of-hearing community. Focused on building software that improves quality of life and productivity.
- **Technical Philosophy:** Focus on automation-enhanced workflows, accessibility-first design, and maintainable architecture that scales with team growth.
- **AI-Enhanced Development:** Integrated GitHub Copilot and Claude into development workflows, created 18+ automation templates for productivity optimization, and implemented AI-augmented documentation processes