

Mike Herceg

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About

As someone who thrives on creativity and problem-solving, I've found my sweet spot as a front-end engineer in bridging the gap between design and development. My passion lies in crafting efficient, reusable component systems that bring interactive interfaces to life. I'm dedicated to ensuring these interfaces not only scale seamlessly but also remain engaging, accessible, and a joy for users to experience.

Relevant Experience

Koddi – Frontend Engineer II

1/2024 – Present

Koddi – Frontend Engineer

11/2022 – 1/2024

As a Frontend Engineer II at Koddi, I plan, lead and contribute to many features for Koddi's advertising program management tool, Koddi Ads. To enhance the user experience of the product we work daily with modern JS packages such as React, Redux, Typescript, Styled Components and Chakra UI.

Successful initiatives of mine that have driven growth, quality and efficiency, include component library and design system enhancements, unit testing strategies, and seamless Auth0 integration. I am recognized as a leader for mentoring peers and leading successful project executions, fostering collaboration and knowledge sharing.

Temple University – Adjunct Professor

8/2022 – 4/2024

As an adjunct professor at Temple University, I teach "Intro to Web Design", a virtual class held once a week. The class teaches all years and majors of students the basics of designing and building simple static websites, with HTML, CSS, and Javascript.

O3 world – Frontend Engineer

3/2022 – 11/2022

As a Frontend Engineer at O3 World, I delivered high quality UI and Front end solutions to help solve our client's technical problems. Outside of contributing to a variety of React, NextJS, Wordpress and Drupal projects, I collaborated with clients and peers to ensure projects are delivered on time without having to compromise quality.

When not working with clients I championed building yeoman generators, for building boilerplate react and drupal design systems, including storybook, and an entire library of basic components.

IKEA – Software Engineer

11/2021 – 3/2022

As a Software Engineer at IKEA, I was responsible for implementing features, refactoring existing code, and remediating bugs, in their online store's checkout process. By collaborating with other engineers and product owners around the world, we were able to create a product that is used by all nations IKEA has a presence in. Utilizing front-end technologies, such as ReactJS, Redux, Typescript, Styled components, and a custom design system, we are able to build out a reliable yet dynamic solution that allows people around the world the ability to purchase goods from IKEA.

DonorPerfect – Front End Developer

12/2020 – 11/2021

As a Front-End Developer at DonorPerfect I was responsible for bringing our team's designs to life within our various products. I combine the creativity and empathy of a UX Designer with the skill set of a Front-End Developer. I served as a User Interface/Front-end Developer building our UX Chapter's designs and assisting in its integration within applications by our Product Development squads.

By utilizing front-end technologies, such as Angular, ReactJS, SCSS, Webpack, and Gulp, I was able to create reusable components, with a consistent look and feel for myself and other developers to use while building new features for DonorPerfect's CMS.

DonorPerfect – Marketing Web & Design Team Lead

01/2019 – 12/2020

As a Web & Design Team Lead, at SofterWare, I was responsible for leading large web development projects for DonorPerfect's Marketing Sites, while mentoring other team members in design and code. Outside web development I was responsible for managing a team of designers and developers.

Professionally Proven Skills, Technologies and Stacks

- Javascript, React JS, Typescript, Redux
- HTML
- CSS & SCSS
- Git, TFS Source Control
- Webpack, Github Actions
- Storybook
- Bootstrap [4,5], ReactStrap, Chakra UI
- Design tools: InDesign, Photoshop, Illustrator, Figma, Sketch
- Project management
- Agile Methodologies
- Creating & maintaining design systems
- Estimating and planning work
- Troubleshooting and problem solving

Education

Temple University

2012 - 2016

Bachelor's in Fine Art, Focusing in Graphic and Interactive Design.

Further Training & Education:

AIGA: UX Principles, AIGA: Adobe XD, JavaScript/JQuery, Angular Essentials