

Sean Niesen

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SOFTWARE ENGINEER | FULL STACK DEVELOPER

Full-stack engineer with 4+ years of professional experience shipping production React and TypeScript features at a fast-paced health-insurance technology startup. Comfortable owning features end-to-end across the front-end, back-end, and database layers with minimal supervision.

- **Production Shipper:** Own and deliver complex full-stack features in a lean startup environment; work now used by insurance brokers nationwide.
- **Cross-Functional Collaborator:** Partner closely with designers, engineers, and non-technical stakeholders to translate ambiguous requirements into shipped product.
- **Pragmatic Problem Solver:** Pick up in-flight or under-specified work and drive it to production with minimal oversight.
- **Continuous Learner:** Actively expand engineering skill set through coursework and personal projects across the modern web stack.

Technical Proficiencies

JavaScript | TypeScript | ES6
React.js & Front-End
Architecture | Python | AWS
UI/UX Design Collaboration
HTML5 | CSS3 | SCSS
Git & Version Control
REST APIs & Node.js
SQL | Postgres
Figma | Swift

PROFESSIONAL EXPERIENCE

MyHealthily | Portland, OR (Remote) *Software Engineer*

6/2022–10/2025

Played a key role in front-end development at a health insurance tech startup, delivering features from concept to production across a rebuilt React/TypeScript codebase. Worked closely with leadership to design intuitive UIs for brokers and clients, driving product evolution with minimal oversight. Promoted from junior role due to consistent delivery and creative solutions in project execution.

- Designed and developed a highly usable interface for Illustrative Level Funded plan selection, improving UX beyond the original mockups; featured on the company's marketing website.
- Led integration of Zoho CRM via TypeScript SDK, enabling client activity tracking and significantly boosting internal visibility and customer service coordination.
- Took over and completed development of all insurance "plan modules," creating a consistent, maintainable visual framework still used in production today.
- Successfully delivered a complex "non-voluntary insurance" feature across the app after taking over responsibilities from another developer; shipped to QA with minimal bugs.
- Continuously built and enhanced full-stack features (React, TypeScript, Swift, Postgres), contributing robust, testable code while independently executing UI design when mockups were unavailable.

Chingu | Portland, OR (Remote) *Software Engineer*

3/2022–6/2022

Collaborated on a MERN stack project simulating a real-world dev team, building a full-featured social platform with a focus on polished UI and thoughtful UX. Contributed across front-end, back-end, and design tasks.

- Designed and implemented a recursive, thread-based commenting system with React and TypeScript, emphasizing intuitive interaction and visual hierarchy.
- Led front-end styling and layout architecture using Tailwind CSS, thus crafting clean, responsive interfaces aligned with modern design aesthetics.
- Contributed to interface motion and feedback cues, exploring opportunities for subtle animations and transitions to enhance usability.
- Balanced creative vision with development practicality during remote sprint planning; recognized by the program's founder for both technical strength and visual insight.

CollegeNET | Portland, OR
Web Developer

4/2015–9/2016

Designed and developed interactive, form-based user experiences for higher education clients using XML, JavaScript, CSS, and a proprietary DSL. Partnered with account managers to deliver polished applications tailored to each institution.

- Translated complex requirements into structured, visually coherent digital forms used by applicants nationwide.
- Iterated on existing interfaces—refining layouts, logic, and styling for improved clarity, usability, and responsiveness.
- Engaged in weekly peer-led JavaScript workshops to explore creative problem-solving and sharpen UI implementation skills.

Metal Toad | Portland, OR
Web Development Intern

10/2014–11/2014

Supported agency development team by contributing to front-end code and setting up testing tools, while gaining hands-on experience with live client projects. Quickly adapted to development tools and workflows in a fast-paced team environment.

- Refactored and improved CSS for a Discovery Kids Network site, enhancing maintainability and readability.
- Set up a Behat and Grunt-based testing environment for Drupal 8 projects, supporting automated testing workflows.
- Benefited from building and maintaining an ongoing relationship with mentor for continued career guidance.

Additional Experience:

Ken's Artisan Bakery | Portland, OR
Delivery Driver

1/2017–3/2020

Handled delivery operations for a busy artisan bakery, ensuring accurate and timely order fulfillment for 25–35 clients daily. Trusted team member known for punctuality and consistency until operations paused due to COVID-19.

EDUCATION

San Francisco Art Institute — *BFA Candidate, Multimedia Art*

- Completed coursework in digital art, sound design, Max/MSP, and Adobe Creative Suite
- Developed foundation in creative technologies and conceptual art

Epicodus Coding Bootcamp — *Full Stack Web Development*

- Trained in HTML, CSS, JavaScript, jQuery, Ruby, Rails, and Git
- Built full-stack applications and gained strong problem-solving skills

Portland Community College — *Continuing Education*

- Creative Coding (Processing), 2025
- Visual Music Systems (Max/MSP), 2024

ADDITIONAL CREDENTIALS

Projects & Creative Work:

- **Personal GitHub:** github.com/seann1
- Three.JS and P5.JS creative coding work on portfolio website.
- Several interactive installations built with TouchDesigner, including the Portland Winter Light Festival 2026

Personal Interests:

- Generative Art | Music Production | Snowboarding (28 days this season) | Backpacking (Olympics 2025) | Biking