BILAL ITANI

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SENIOR FRONT-END SOFTWARE ENGINEER

Lead Software Engineer • Frontend Engineer • Senior Software Engineer • Staff Software Engineer
Cross-Functional Collaboration • UX/UI Development • Performance Tuning • CI/CD Pipeline

WORK EXPERIENCE

Station 42; Chicago, IL   **Dec 2022 - Present**
Senior Software Engineer (Consultant)
- Built application across full-stack enabling users to create AI and API workflows without code.
- Grew company revenue from 0 to > $4,800/yr
- Built SSR React app, MagicReply.ai, to enable 1000s of businesses to manage reviews with AI.

Aimlabs; New York, NY   **May 2021 - Dec 2022**
Senior Frontend Software Engineer
- Created original web experience for TikTok and Aimlab with 1M+ impressions and ~150,000 users as primary software engineer (Mr. Aimlab's Nightmare).
- Attained 1.7M+ total viewers for the leaderboard built for Riot Games' Arcane Undercity Nights.
- Built Playerbase.com from scratch, enabling 100+ creators to earn money via online coaching.
- Expedited product roadmapping and delivery in a fast-paced remote work environment.

InvoiceMaker; Birmingham, MI   **March 2020 - May 2021**
Senior Frontend Software Engineer
- Supported 10K+ potential business owners with integrated payment system invoice software.
- Scaled app from $0 to $1,000+ in estimated monthly revenue.
- Drove a 50% improvement in developer performance by coaching/mentoring junior developers.
- Increased profit and maximized user adoption by collaborating with art, UX, content teams, and the Product Owner to deliver high-quality software solutions.

Ford Motor Company / Detroit Labs; Allen Park, MI   **2019**
Frontend Software Engineer
- Engineered 95% of European digital radio UI for Ford's SYNC 4 Infotainment System used in production of 1M+ vehicles, including all-new electric Mustang Mach-E based on wireframes.

Saganworks; Ann Arbor, MI   **2018**
Unity Software Engineer
- Designed waypoint software for a $100,000+ client in paired technical strategy sessions.

New York University; New York, NY   **Oct 2016 - Dec 2016**
Unity Software Engineer
- Crafted educational interactive geopolitical map for use by 100s of future students in <2 months.

EDUCATION

Western Michigan University, Kalamazoo,
Coursework, Computer Science

TECHNOLOGIES & PROFESSIONAL DEVELOPMENT

Technologies: React • TypeScript • Next.js • JavaScript • ES6 • HTML5 • CSS • TailwindCSS
Chakra UI • Material UI • React Testing Library • Jest • Node • Yarn • pnpm • Unity • C# • Go • Java
• Webpack • Git • VSCode • GitHub • MongoDB
Professional Development: Full-Stack Engineering Program - App Academy