

kerry mccrory

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BFA Graphic Design /

BFA Art History

University of Illinois
Urbana-Champaign

Tools

- React
- TypeScript
- JavaScript
- Next.js
- Node.js
- HTML
- CSS/SCSS
- Tailwind CSS
- Styled Components
- Design Systems
- Accessibility
- Storybook
- Chromatic
- Jest
- React Testing Library
- GraphQL/Apollo
- Datadog
- Docker
- CI/CD
- GitHub Actions
- Jenkins
- Codefresh
- Package Publishing
- AI-Assisted Development
- AI Agents
- Claude Code
- Cursor
- Developer Tooling
- Documentation
- Front-End Architecture

Interests

- Web Development
- Game engines
- Game development
- Game Design
- Interesting Tech
- Well thought out movie credits
- Lounge music
- Language Learning
- Anime

Hello

Senior front-end engineer specializing in design systems, UI architecture, and developer tooling. I build accessible React/TypeScript foundations, documentation, and standards that help product teams ship consistent, maintainable interfaces. I bring a design-informed engineering background, strong cross-functional judgment, and hands-on experience using AI-assisted workflows to accelerate code exploration, debugging, and delivery.

GoodRx

Senior Software Engineer | 10/2021 - CURRENT | Santa Monica, California (Remote)

- Built and maintained foundational UI systems, front-end utilities, documentation, and implementation standards used by application teams across GoodRx.
- Own and evolve a multi-theme design system built with React, TypeScript, Tailwind, and Storybook, delivering accessible, reusable components and documentation used across product teams.
- Modernized legacy design-system components toward a compositional React architecture inspired by shadcn/Radix patterns, improving flexibility, accessibility, and developer experience.
- Led a large-scale Tailwind v4 migration strategy across applications and Storybook, balancing backwards compatibility, token alignment, documentation, and adoption guidance to reduce migration risk.
- Built internal front-end tooling, including a Tailwind configuration viewer and component sandbox/playground, to speed prototyping, QA, and correct component adoption.
- Designed scalable UI architecture patterns for tenant/state-aware partner experiences, including override strategies, application-state boundaries, and grey-label implementation models.
- Contributed to an internal AI-assisted developer agent that automates codebase setup, supports code exploration/debugging, and accelerates implementation workflows while preserving engineer review and ownership.
- Use AI coding tools for implementation scaffolding, debugging, documentation, and unfamiliar-codebase exploration, with careful review, testing, and ownership of final production code.
- Act as a design system SME across the org, running daily office hours, reviewing implementation approaches, and unblocking teams on component usage, theming, accessibility, and integration issues.
- Partner closely with Design, Product, Platform, and partner teams to align feasibility, accessibility, system constraints, and business goals before implementation.
- Mentor contractors and engineers through onboarding, pairing, code review, and technical guidance.

Paylocity

Software Engineer | 2020 - Oct 2021 | Schaumburg, IL (Remote)

At Paylocity, I helped build and maintain the company's component library and design system, creating reusable UI patterns that improved consistency and developer velocity. I partnered with designers and engineers to translate design intent into accessible, production-ready components, supported adoption across applications, and documented best practices to reduce rework and help teams ship with more confidence.

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Uptake Technologies

Software Engineer | 2016 - 2020 | CHICAGO, IL

At Uptake Technologies, I worked on a team building a reusable component development kit that powered multiple applications across the company. I focused on writing configurable, maintainable front-end code (Vue, React/Redux, modern ES6 patterns, and SASS/SCSS) that teams could adopt without friction and extend without fear. I leaned hard into quality and reliability, building comprehensive unit test coverage (Enzyme, Mocha, Sinon) and helping strengthen the build and automation pipeline with tools like Jenkins, Webpack, and Gulp. I also became a steady voice for practical, company-wide standards, bridging design and engineering with pixel-accurate implementations while keeping performance and maintainability in view. The outcome was a stronger shared UI foundation that reduced duplication, improved consistency, and helped teams ship with more confidence.

Walgreens Corporate

Front End Developer / UX | 2015 - 2016 | CHICAGO, IL

At Walgreens Corporate, I worked at the intersection of front-end development and UX, helping build and maintain Beauty.com, Drugstore.com, and key areas of Walgreens.com. I focused on translating UX and visual design into clean, reliable implementations, keeping the experience consistent while supporting ongoing updates and improvements. I also partnered closely with an overseas development team, aligning on standards, reviewing work for quality, and smoothing communication so features landed correctly and on time. The result was a steadier delivery cadence and a more polished, dependable web experience across multiple high-visibility properties.

United Airlines

Front End Developer / UX | 2013-2015 | CHICAGO, IL

At United Airlines, I worked as a front-end developer with a UX mindset across multiple touchpoints of the United brand, including United.com, in-airport kiosks, and the Android mobile app. I helped translate design into consistent, production-ready UI while adapting patterns to very different environments, from web to kiosk to mobile. I also led development of United's online style guide, creating a shared set of UI standards and components that improved consistency, reduced rework, and helped teams move faster with a common visual and interaction language.

Sears Interactive

Front End Developer / UX | 2012-2013 | CHICAGO, IL

At Sears Interactive, I worked as a front-end developer with a UX focus on mygofer.com, collaborating with both local and international teams to keep a high-traffic e-commerce experience moving forward. I owned the design and implementation of key shopping interactions like "Quick View" and "Quick Purchase" directly on the search page, helping customers move from browsing to buying with less friction. I also built e-commerce emails and landing pages that supported campaigns and conversions, balancing speed of delivery with clean, maintainable front-end work and a consistent user experience.

Two/Ten Agency

Front End Developer / Sr. Interactive Art Director | 2011-2012 | CHICAGO, IL

At Two/Ten Agency, I wore both hats: senior interactive art director and hands-on front-end developer. I designed mobile app experiences for brands like Hillshire Farm, Ballpark, and Jimmy Dean, then took ideas all the way to production by building responsive websites, mobile sites, and campaign microsites for clients including Diamond Brand, PetSmart, State Fair, and more. Working agency-side meant moving fast without losing the details, translating brand goals into clean visual systems, solid UX, and reliable front-end implementations that could ship on tight timelines.