Sean Maisch
Software Engineer
Product Design

sean@seanmaisch.com
www.seanmaisch.com
520-349-6493

EXPERIENCE

Head of UI Engineering, Software Engineering Team Lead, BallerTV (Founding Team)

2023–Present

Responsible for leading type-safe, front-end engineering across the web (React), as well as iOS and Android (React Native). Utilizing the power of Storybook, we build, maintain, document, and distribute atomic design systems across web and mobile platforms.

Managing multiple engineers and engineering sprints, including story pointing, sprint cycles, QA/QC process, code reviews, and sprint post-mortem meetings.

Providing senior product design UI/UX feedback, as well as maintenance and improvements of atomic components within Figma to reduce product debt and build faster, more efficiently, and more consistently.

Head of UI Engineering, Interim Lead Designer, BallerTV (Founding Team)

2021–2023

Lead Front-End Developer, Lead Designer, BallerTV (Founding Team)

2013–2021

Front-End Developer, Designer, PROVOC

2009–2012

Positioning, interactive and print design, and front-end development for businesses and organizations who maintain triple bottom line philosophies.

SKILLS

ENGINEERING

React, React Native, Expo	CSS3, Sass/SCSS, Tailwind	Ruby on Rails
Typescript, Javascript (ES6)	Vanilla Extract, CSS Modules	Vite, npm, yarn
Storybook, Chromatic	Block Element Modifier	Git, GitHub, Jira, Asana

PRODUCT DESIGN

Figma, Sketch, Adobe Creative Suite	GSAP (GreenSock Animation Platform)
Atomic System Methodology	InVision, Balsamiq, Justinmind
iOS & Material Design Patterns	Zeplin

EDUCATION

Savannah College of Art and Design (SCAD), Savannah, GA

2005–2009

BFA in Graphic Design, Graduated *Cum Laude.*