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Staff Frontend Engineer

Ana-Sophia Brande

Professional Summary

Staff Software Engineer with 8+ years of experience specializing in frontend architecture and fintech management platforms. Proven track record of leading cross-functional teams, modernizing legacy systems, and delivering high-impact financial tools that drive revenue and operational efficiency.

Technical Skills

React/Typescript/JS	HTML5/CSS/SASS	Material UI/Bootstrap	Design Systems
React Query/Redux	React Context	REST APIs	Node.js
Jest/Mocha/Enzyme/RTL	Vite/Webpack	CI/CD	Datadog/Sentry

Experience

Housecall Pro (Fintech management Platform) – Staff Software Engineer - 2025-2026,

Previous Role - Senior Software Engineer – 2022-2025

- Primary frontend engineer and technical lead for the fintech product Expense Cards: own frontend architecture, run quarterly planning with product and design, and mentor and onboard engineers
- Led the frontend modernization from Redux to React Query and from JavaScript to Typescript, removing legacy code and improving maintainability and performance
- Raised Jest/RTL test coverage by 50% to about 85% .
- Built physical card operations and Stripe virtual card issuing and management in compliance with PCI standards.
- Designed a reusable multi-step dialog architecture for inbound transfers, card balances, and Plaid integration, supporting dynamic routing across multiple flows utilizing design system component
- Re-architected onboarding with backend, product, design, and international teams, adding risk assessment logic and taking compliant experiences from Figma to production.
- Delivered financial UI features including account ledger filtering/search, transaction summaries with receipt uploads (AWS), categorization, job linking, and data visualizations using Recharts visualizations with multi-dimensional filtering.
- Owned production reliability by monitoring application health in Datadog, Sentry issue resolution, and led testing and release processes to production

React, Redux, React-Query, AWS, Jest/RTL, Javascript/Typescript, Datadog, Sentry

Rackspace Technology (Cloud Services Platforms) – Front-End Engineer II– 2020-2022

Previous Role - Front-End Engineer I – *2019-2020*

Signup Portal - (Product Owner)

- Architected the system for international customer signups streamlining customer onboarding, billing, and business processes resulting in 200k+ savings.
- Extended account capabilities supporting multiple cloud customers and their products.
- Automated branch based dev and production deployment in CircleCI, and set up Jest/Enzyme testing that held ~90% code coverage.

Management Portal:

- Built customer management of permissions, roles, and role inheritance for linked and dedicated accounts across multiple cloud services, including domain trusts and user creation and management.
- Designed the Jest/Enzyme testing architecture and led the first migration from Mocha, cutting test times by 40%. Added coverage tooling for Mocha/Enzyme projects that raised coverage by 20%.

Resources Portal:

- Helped build a React/React Query app for viewing cloud instances and enrolling in AWS instance patching, with live patch status and CSV downloads.

Cross-team:

- Helped create and migrate to a shared, cross-browser UI component library used across projects.
- Set up internationalization across multiple products, with automated translation upkeep built into the development tooling
- Contributed to CI/CD and Terraform integration with AWS (KMS, S3, Lambda, CloudFront) and improved Sentry and CloudWatch logging with descriptive usage errors
- Conducted engineering interviews and mentored and onboarded new engineers

React, Redux, React-Query, AWS, Mocha & Jest/Enzyme, Terraform, AWS

Gogo Aviation (Video Streaming Platform) Full Stack Engineer II – 2019

Previous Roles - Engineering Intern - 2016-2017, Software Engineer I – *2018-2019*

- Migrated a 5yr old Backbone/Marionette app to a React/Redux application and moved testing from Mocha/Sinon to Jest/Enzyme
- Migrated from Webpack 2 to Webpack 4. Implemented features such as Leaflet maps, internationalization, and weather display. Replaced Flash player usage with modern video player.
- Led frontend architecture discussions, set team processes, and mentored interns

JS, React/Redux, Backbone/Marionette, Docker, Java

WageKick (Online Recruitment) - Engineering Intern – 2015-2016

- Developed and implemented weighting algorithms identifying optimal applicants for restaurant hiring.

JS, PHP, MySQL, SketchUp

Rocket Software - Engineering Intern – Summer 2015

Projects

Both built with Claude code from my own architecture, tech stack, and design.

Anime Compendium - (anime-compendium.fly.dev)

- A public anime tracker with live AniList data, visitor reactions, moderated comments, a time-zone-aware English release calendar, and a double opt-in monthly digest.
- Production grade operations: Per-visitor rate limits, Cloudflare Turnstile and privacy-preserving spam flagging (no IPs stored); scheduled in-process jobs; CI running unit and Playwright tests, a guard against destructive migrations, and uptime monitoring
- React, Typescript, MUI, React Query, Fastify, Prisma, PostgreSQL (Neon), Anthropic API, Fly.io

Cadence

- A Spotify playlist generator with 7 seed modes, using Last.fm and ListenBrainz recommendations and the Anthropic API to turn free-text "vibes" into playlists tuned to each user's listening history. Deployed to a private group of users.
- Modular backend (routes → services → repositories by domain), Spotify OAuth with AES-256-GCM token encryption, in-browser playback via the Web Playback SDK, and Playwright tests with mocked external APIs.
- React, Typescript, MUI, React Query, Fastify, Prisma, PostgreSQL (Neon), Docker, Anthropic API, Fly.io

Education

University of Colorado at Boulder – Boulder, CO - B.A. in Computer Science – 2015-2017

Stevenson University – Greenspring Valley, MD - BA in Information Systems – 2012-2014