John L. Erdei

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Senior UX Engineer

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Senior UX Engineer with 18 years of experience in frontend development, UI/UX, and scalable application architecture. Skilled in leading teams, optimizing workflows, and delivering seamless user experiences. Expertise in modern JavaScript frameworks (Vue.js, React) and AI-enhanced development tools. Strong background in education, healthcare, and enterprise IT. Passionate about building intuitive, high-performance digital experiences that drive engagement and efficiency.

**Frontend:** Vue.js, React, JavaScript, TypeScript, SPA Development, AJAX, JSON, REST APIs, Responsive CSS, HTML5, ADA/508 Compliance, Jest, Cypress  
  
**Backend:** PHP, Ruby, C#, SQL, API Design, Symfony, PHPUnit  
 **Leadership:** Mentorship, Code Reviews, Workflow Design, Candidate Interviews  
 **AI & Tools:** ChatGPT, DALL·E, Sora, Stable Diffusion, Copilot, AI-driven research/testing  
 **Other:** UX/UI Design, AWS, Google Cloud, Git, Jira, Agile Development

**Industry Experience:** Education/University, Medical/hospital, B2B

**JumpCloud (Remote) | 2022 – 2025**

**Senior UX Engineer**

* Worked closely with the design team and other development teams to maintain and manage an internal Vue-based component library with 100+ components.
* Led the creation of the prototype and migration process for transitioning the component library from Vue 2 to Vue 3.
* Rewrote the component library CircleCI build/release process and migrated it to GitHub Actions, introducing AWS-based remote environments.
* Contributed to breaking a monolithic Vue application into micro frontends, helping design key foundational elements.
* Spearheaded the development of multiple micro frontend applications and libraries in both Vue 2 and Vue 3.
* Pioneered the use of Copilot in development workflows, improving efficiency.
* Two-time recipient of a company hackathon award.

EXPERIENCE

University of DaytonDayton, Ohio, USA  
B.S. Computer Science  
Minors in Math, Political Science

Education

**Sentry Data Systems (Remote) | 2015 – 2022**

### Senior Software Developer (Frontend Focus) | 2019 – 2022

* Led frontend development for a major new product, CRCA, designing a Vue.js-based SPA architecture.
* Developed automated frontend testing suites using Jest and Cypress.
* Served as Squad Lead for a full-stack team managing globally shared resources.
* Acted as the in-house expert on a Ruby-based Admit/Discharge/Transfer (ADT) system.
* Conducted candidate interviews and mentored junior developers.

### Frontend Web Engineer | 2015 – 2019

* Developed across all layers of the application stack (Frontend, PHP, SQL).
* Created frontend mockups, designs, and provided UX feedback.
* Designed a custom frontend framework, integrating third-party UI libraries.
* Owned and maintained the internal legacy frontend framework.
* Part of the MVP team for a new product launch.

**Hobsons (Cincinnat, OH & Remote) | 2007 – 2015**

### Digital Media Software Engineer | 2013 – 2015

* Built and maintained lead generation websites, integrating with internal and external systems.
* Developed backend solutions, including AWS integration and process monitoring.

### Software Engineer | 2011 – 2013

* Designed and developed internal tools for development teams and non-technical users.
* Created automation scripts for DevOps and account managers.

### Frontend / Senior Frontend Developer | 2007 – 2011

* Lead frontend developer for client integration pages and college application forms.
* Managed a remote team of developers in India and worked with clients across the US, Europe, and Australia.
* Led a team responsible for updating the codebase across 700+ clients.

EXPERIENCE (cont)

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Accomplishments

Developing a React-based website for a pet care business as a personal project.

Two-time JumpCloud Hackathon Winner

Speaker at Sentry Developers Summit (Lean UX Presentation)

Completed McLean & Company "Management Fundamentals"

Employee of the Year at Hobsons (2013)

Attended JSWorld Conference/Vue.js Amsterdam (remotely)

Occasional half-marathon runner.

Learning Japanese as a hobby.

Follows hockey (Nashville Predators) and baseball (Cleveland Guardians); former fantasy baseball commissioner.

Enjoys landscaping and gardening.

Built a model of the Starship Enterprise in Blender as a fun COVID project, created an opening credits-style animation with the model.

Messes around with Unity/C# game development as a hobby; self-made 3D models, AI-generated assets, and gameplay mechanics make for interesting UX challenges.

Life Tidbits