

FRANK YOUNG

FRONT-END ENGINEER / DESIGN TECHNOLOGIST



San Francisco Bay Area

frankyoung.dev

PROFILE

Front-end engineer with 20+ years building interactive experiences across consumer products, commerce, advertising, and renewables. Deep React and JavaScript expertise, hands-on product design experience, and daily use of AI-assisted development tools. Rapidly prototypes ideas and carries them from concept through production.

RECENT WORK

AI-Assisted Development

Routinely leverage an AI-assisted ecosystem (Cursor, Copilot, Claude) to rapidly draft technical specs, plan architectures, to level-up development quality and speed.

The Crumb

Sourdough bake journal that evaluates crumb structure from a photo via Claude Vision and returns structured baking feedback. Built and launched solo — product design, React front end, Hono API, PostgreSQL, deployment.

React · Tailwind · Hono · PostgreSQL · Railway · Docker

Vittles — *pre-launch*

Group trip planner built around collaborative meal planning, with AI meal-plan generation and multi-format trip import. Animated error pages, empty states, and transitions give the product's edges as much love as the happy path. Solo build across a TypeScript monorepo, product design through deployment.

React · TypeScript · Hono · PostgreSQL · LLM pipelines

EXPERIENCE

ChargePoint

2021 – 2026

Staff Frontend Engineer

Led front-end architecture for the fleet charging platform, partnering with product and design from sketch to production.

- Designed and built the Depot Map Designer — an interactive tool allowing customers to build EV charger maps to visualize real-time charging operations.
- Built reusable UI patterns, accessible components, drag-and-drop tables, and schema-driven forms adopted across multiple front-end teams.
- Turned complex real-time data into clear dashboards and decision-support interfaces.
- Mentored engineers; shaped front-end architecture, code quality, and accessibility practice.

React · TypeScript · Tailwind · TanStack Query · AWS · Docker

CONTACT

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in/frank-young

SKILLS

PRACTICE

Front-end architecture, design systems, interaction & motion design, rapid prototyping, accessibility (WCAG), experimentation & A/B testing

FRONT-END

React, TypeScript, JavaScript, HTML/CSS, Next.js, Tailwind, TanStack Query

MOTION

Framer Motion, CSS & SVG animation, Web Audio

DESIGN

Figma, Sketch, wireframing, prototyping

AI DEV

Claude Code, Claude API / Vision, Cursor, Copilot, Codex

BACKEND & INFRA

Node.js, Express, Hono, PostgreSQL, Docker, AWS, GitHub Actions

Kaiser Permanente

2020 – 2021

UI Architect

- Sole front-end engineer on a greenfield inventory app managing thousands of clinic touchscreen devices used for video visits.
- Defined UX flows, produced wireframes and mockups, then built the React/TypeScript front end and Node.js APIs.

Freelance / Contract

2019 – 2020

Applications Developer

- React, Next.js, Node.js, and CMS applications for Chegg, Experian, and other high-growth technology companies.

Tesla

2015 – 2019

Senior Applications Developer

- Tech lead on Tesla's vehicle configurator — consumer-facing discovery, customization, and purchase, shipped across global markets.
- Built A/B testing and controlled-rollout workflows with LaunchDarkly, enabling teams to test consumer experiences and ship changes incrementally across global markets.
- Partnered with design, product, localization, and accessibility on brand-critical commerce experiences.

React · Redux · Node.js · Express · ElasticSearch

Power-One

2010 – 2014

User Experience Engineer

- Led a small front-end team building reporting and data-visualization interfaces for solar and wind monitoring — UX design and development in one role.

Fat Spaniel Technologies

2008 – 2011

Web Application Engineer

- Led UI development and UX design for an energy monitoring platform; helped move the product from Adobe Flex and Flash to HTML5/CSS3.

EARLIER**Protrigga Design**

2005 – 2009

Interactive Advertising, Partner

Two-person interactive agency; the entire technical half, alongside one designer. Motion-heavy Flash campaign work.

CaratFusion

2005 – 2006

Senior Flash / PHP / JavaScript Developer

Agency-side interactive advertising; animation and motion-driven brand experiences.

Academy of Art

2004 – 2005

Instructional Designer

Developed course content in collaboration with instructors and editorial team. Built animated interactive elements, quizzes, tests, and video elements for online course modules.

County of Humboldt — Sr. Applications Developer

2002 – 2004

College of the Redwoods — Associate Faculty

2002 – 2003

EDUCATION**Humboldt State University**

B.A. Physical Geography / GIS
Minor: Environmental Ethics · 2000

Humboldt State University

Graduate Certificate in GIS & Remote Sensing · 2000

Contra Costa College

A.A. Interdisciplinary Studies · 1997