



Charlie Backus

Design Systems Engineer

EXPERIENCE

Spotify

Design Systems Engineer

New York, NY

November 2020 - Present

Work on the Encore Web Design System team. Research and planning around Design System api patterns and overall health. Focus on Accessibility initiatives and the implementation of an Accessible color theming strategy. Cross discipline collaboration to support a major release of the Encore Web product.

PublicisSapient

Senior Engineer

New York, NY

December 2019 - November 2020

Core contributor to Marcel.ai design system. Work from the start of the web track through to a live multi-feature site supporting 60,000+ users. Cross discipline collaboration on component library and styleguide which support 5+ feature teams across timezones.

Engineer

August 2016 - December 2019

Large Retail SPA development serving thousands of customers per hour. Interactive Promotional hero components. Beginning phases of Marcel.ai web design system.

SITO @ R.I.T.

Web Designer

Rochester, NY

August 2015 - March 2016

Feature design and development for tigercenter.rit.edu. Design of tigercenter logo and branded print media for the platform.

The Barbarian Group

Technology Intern

New York, NY

June - August 2015

Work on client webpages and bug fixes for Samsung. Prototyping for a web game utilizing canvas, box2d physics, and websockets.

The Heron

Creative Developer

Panama, NY

June 2014 - June 2015

Design, Development, and Maintenance of Green Heron Growers. Ux research and prototyping for a volunteer coordination website.

EDUCATION

Rochester Institute of Technology

New Media Interactive Development

Minor: Psychology

Bachelor of Science Degree 2012-2016

PORTFOLIO

charliebackus.com

github.com/cmbackus

CONTACT

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SKILLS

Typescript, Javascript
React, Storybook
CSS, Sass, CSS Modules
Styled Components
Canvas, Threejs, D3
HTML, Jade, Handlebars

Mongodb, MySQL, GraphQL
Git, Grunt, Gulp

Photoshop, Illustrator
Figma, Zeplin
Atomic Design
Responsive Design