

# Landon Skinner

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[LinkedIn](#) | [Github](#) | [landonskinner.dev](http://landonskinner.dev)

## FRONTEND SOFTWARE ENGINEER

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Creative and detail-oriented Frontend Software Engineer with 3 years of experience developing dynamic web applications using modern JavaScript frameworks. Skilled in combining technical expertise with a strong design sense to create responsive, user-friendly experiences. Energized by solving challenges and collaborating cross-functionally to deliver impactful solutions.

## EXPERIENCE

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|--|---------------------------|
| <b>Gartner</b>   | Austin, TX (Remote)       |
| Software Engineer  | 10/2023-Present           |
| Associate Software Engineer  | 04/2022-10/2023           |
| <ul style="list-style-type: none"><li>Developed and maintained a forms-as-a-service (FaaS) Next.js application that funnels \$100M+ in annual revenue, providing seamless integration and customization for development teams</li><li>Iterated on UX/UI alongside designers/product owners to optimize conversion rates, translating Figma designs into pixel-perfect implementations and ensuring accurate tracking and analytics</li><li>Migrated A/B testing platform to LaunchDarkly, enabling server-side testing and aligning experiment metrics with the Google Analytics platform</li><li>Drove application refactor to utilize internal GraphQL endpoints, eliminating legacy APIs and reducing average calls per page by ~50%</li><li>Collaborated with marketing teams to build lead generation landing pages, utilizing Contentful to enable seamless, independent publishing of new content</li></ul> |                           |
| <b>Cognizant</b>   | Philadelphia, PA (Remote) |
| Junior Automation Engineer   | 06/2021-08/2021           |
| <ul style="list-style-type: none"><li>Generated test protocol documentation for client site operational technology (OT) network migration</li><li>Organized communications with several subject matter experts to deliver guidance for superiors</li></ul>   |                           |

## TECHNICAL PROJECTS

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### **IllustrAI**tor - [Github](#) | [Deployment](#)

*A gamified drawing application that leverages AI to provide grading and feedback*

- Engineered a responsive and interactive drawing interface using the HTML Canvas API, ensuring real-time rendering
- Integrated OpenAI models via Vercel AI SDK, enabling accurate evaluation on user-submitted drawings
- Designed an intuitive, engaging UI with shadcn/ui and Vercel v0, featuring AI-inspired visual elements
- Implemented gamification features, including scoring system and difficulty levels, to enhance engagement

## TECHNICAL SKILLS

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**Languages:** JavaScript/TypeScript, NodeJS, HTML5, CSS3

**Frameworks & Libraries:** ReactJS, NextJS, Tailwind CSS, GraphQL, Jest

**Other Tools:** Google Analytics, Contentful, LaunchDarkly, Datadog, Jira

## EDUCATION

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|---|-----------------|
| <b>Flatiron School</b>  | Austin, TX      |
| Full Stack Software Engineering, Ruby on Rails and JavaScript program | 10/2021-01/2022 |
| <b>Villanova University</b>   | Villanova, PA   |
| Bachelor of Science, Chemical Engineering, Summa Cum Laude            | 05/2021         |