

JOHN PAMSETTI

Senior Frontend Engineer

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SUMMARY

Senior Frontend Engineer and hands-on technical lead with 12+ years building production web and mobile applications. Specializes in React, Next.js, Vue, TypeScript, and Tailwind CSS, with full-stack experience across APIs, data flows, and cloud delivery. Uses AI coding agents to turn scoped requirements into reviewed, tested changes while owning architecture, UI quality, and production releases.

Domain experience spans retail and e-commerce, digital publishing and education, career and recruiting platforms, customer-communication SaaS, agency products, and enterprise content operations.

CORE SKILLS

Full Stack: TypeScript, JavaScript, React, Next.js, Vue, Node.js, Express.js, REST APIs, Backend-for-Frontend (BFF) patterns, microservices

Mobile: React Native, Ionic, responsive mobile experiences, iOS, iPadOS, Android, shared web/mobile data contracts

Frontend: Vue.js, Angular, RxJS, NGRX, Tailwind CSS, Storybook, component architecture, accessibility, performance

Backend & Data: Firebase, MySQL, NoSQL, Python pipelines, real-time/event-driven data flows, authentication, third-party integrations

Cloud & Delivery: AWS (EC2, Lambda/serverless task workloads), GCP, CI/CD, automated testing, deployment workflows, observability, security best practices

Leadership: End-to-end feature ownership, solution design, technical strategy, epics, estimation, release sequencing, code review, mentorship

AI Development: Claude Code, OpenAI Codex, Cursor, task decomposition, context preparation, agent-assisted coding, test validation

EXPERIENCE

Ue Labs — Full Stack Engineer(Contract: getcurioso.com)

Sep 2025 – Jul 2026

- Led frontend delivery for Curioso's reading platform using React, Next.js, Vue, TypeScript, and Tailwind CSS, building reusable components and responsive, interactive reading experiences.
- Used Claude Code, OpenAI Codex, and Cursor across feature development and maintenance, supplying repository context, implementation plans, and acceptance criteria for scoped coding tasks.
- Directed agent-assisted implementation, refactoring, and debugging; reviewed generated diffs, refined tests, and validated UI behavior before integrating changes into production releases.
- Integrated structured EPUB content and AI-assisted pipeline outputs into the web reader, coordinating API contracts and React Native mobile behavior with Product, Design, and Engineering.

Fanatics — Software Engineer

Sep 2024 – Sep 2025

- Led frontend development of Fanatics' trading-card CMS using React, Next.js, TypeScript, and Tailwind CSS, supporting content management and publishing for the consumer mobile app.
- Built reusable UI components and API-driven workflows; applied Next.js server-side rendering and static generation to modernize application surfaces and improve maintainability.
- Used Cursor and Claude for code exploration, component scaffolding, refactoring, and debugging during 2024–2025, reviewing AI-generated changes against existing frontend patterns.
- Expanded to agentic workflows with Cursor Agent and Claude Code in the latter part of the engagement in 2025, breaking CMS work into scoped tasks and reviewing implementation, tests, and UI behavior.

Acquire — Lead Software Engineer, Web

Feb 2022 – Aug 2024

- Led architecture and end-to-end delivery for Acquire's marketplace SaaS platform, supporting founders and buyers through multiple stages of selling and acquiring a startup.
- Designed and built a custom document-signing capability—without DocuSign—to generate, review, and execute agreements across transaction stages.
- Built full-stack marketplace capabilities across React UI, Firebase authentication, real-time and event-driven data flows, backend services, and third-party integrations.
- Migrated legacy systems to React, established a Tailwind and Storybook design system, and improved delivery through testing, CI/CD, code review, observability, and security-conscious practices.

Glassdoor — Senior Software Engineer, Web

Sep 2021 – Jan 2022

- Focused on internationalization for Glassdoor's global career platform, building React and TypeScript capabilities that made product experiences accessible across languages, regions, and markets.
- Modernized legacy application areas and partnered cross-functionally to deliver maintainable, production-ready experiences for a global user base.

Epic! Creative — Senior Software Engineer, Web

Apr 2019 – Sep 2021

- Worked on the engagement metrics team for Epic's high-traffic reading platform, using daily active users (DAU) as the team's north-star metric for app engagement.
- Built and iterated engagement experiences for children, families, and schools using TypeScript, Angular, RxJS, NGRX, Node.js, React.
- Partnered with Product, Design, Data, and backend teams to ship measurable, API-driven improvements and evaluate their effect on repeat use.

Y Media Labs — Software Engineer, Web

Mar 2016 – Mar 2019

- Built award-winning websites, mobile applications, and database-backed consumer products for major clients, including The Home Depot and Universal Studios.
- Adapted architecture and responsive experiences across web and mobile requirements while coordinating with designers, product managers, and client stakeholders.

Braceat — Full Stack Developer

Apr 2013 – Mar 2014

- Developed responsive, cross-browser JavaScript experiences and advised clients on web performance, usability, and implementation quality.

Google — Visual Designer

Jun 2010 – Mar 2013

- Created visual concepts for web experiences, internal tools, branding, marketing materials, and user interfaces, bringing design systems and usability discipline to product work.

EDUCATION & RECOGNITION

San Francisco Bay University — MS, Computer Science | 2014 – 2015 | Fremont, CA
Loyola Academy — BSc, Math, Statistics & Computer Science | 2007 – 2010 | Hyderabad, Telangana
DeveloperWeek Hackathon Winner | DeveloperWeek 2016, San Francisco