

Wes Hulsizer

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WesHulsizer.com

Professional Titles & Roles

UX Engineer, UX Designer, Product Designer, (Full Stack & Front End) Software Engineer, Scrum Master, Accessibility SME, Accessibility Consultant, Advanced Support Engineer, Product Owner, Project Manager

SUMMARY

I've attained a strong background in development, design, accessibility, data analysis, and product management. I continue to pursue a more innovative career in technology through human-centered problem-solving to create next-generation solutions. With extraordinary personal skills, leadership, and the innate desire to help others, I'm driven to create top-tier software.

SKILLS

PROGRAMMING

- HTML5, SCSS, jQuery, ES6, Node, React, Bootstrap, Foundation, Accessibility Compliance & Usability Expert
- T-SQL, experience with Visual Basic and ASP (.NET), C#.NET, Python

SYSTEMS & SOFTWARE

- **Workspace Experience** Windows, Windows Server, MacOS X, iOS, Android, VMWare, IIS, Linux
- **Design** myBalsamiq, Axure, LucidChart, InVision Studio, draw.io, Zeplin, Adobe XD, Sketch, Figma, UserTesting, Miro, UserTesting
- **Engineering** MySQL, Visual Studio, VS Code, PHPMyAdmin, Eclipse, Xcode, Oracle, SQL, MySQL, Team Foundation Server, Azure DevOps, Octopus Deploy, Jenkins, Git, Bitbucket, Jira, InMotion, AWS Hosting, VMWare, Crossbrowser & BrowserStack
- **Product & Process** Jira, Confluence, Asana, Harvest, Slack, Aha!, Google Analytics, Salesforce, FullStory
- **Accessibility** aXe (core & plugin), WAVE, SiteImprove, VoiceOver, JAWS, NVDA, Narrator, WCAG, 508, AMP

EXPERIENCE



1. Accessibility Consultant @ Level Access

Remote — May 2023 - Present

Overview: Helping customers through their auditing process of software and design.

My role involves creating the scope, managing the projects, performing automated and manual tests, delivering results, and supporting clients through their remediation process.

I specialize in testing and validating user interfaces against accessibility requirements while providing technical implementation guidance. With expertise in HTML, CSS, and JavaScript, along with strong communication skills, my responsibilities include defining test sets, conducting thorough testing using manual and assistive technology tools, and documenting results in AMP (Accessibility Management Platform). I deliver comprehensive reports, participate in discussions to create improvement roadmaps, and offer technical and business process consultation to ensure effective digital accessibility implementation across web, mobile, hardware, and document systems.

Why Level Access? Accessibility is a specialty near and dear to me. Helping create an equal-access world of technology is a mission I've been on for over 10 years. I was thrilled by the concept of enhancing large-impact companies grow their products and services accessible through compliance and universal design.



2. UX Engineer & Product Designer @ Udemy / CorpU

Remote, PA — August 2020 - February 2023

Overview: I designed and built components and single-page react apps, and took the lead on planning, designing, and delivering the most accessible learner experience available while also establishing a complete

SDLC. I held the role of FullStory expert, accessibility consultant/tester/designer/developer, and scrum master. I assisted in road mapping & planning for our product, design, & engineering portfolio.

My work includes designs & builds of single-page react apps with admin interfaces, focused on the promotion and enrollment of courses via an online catalog with assistance on backend data supply methods. Next, I planned, designed, and developed the frontend rebuild of the entire user-facing application transitioning the product from a small ~700px application into a full-screen responsive & accessible platform & services including email. This included full app mockups, some higher fidelity design work, user testing, and user interview sessions.

My Role started on a small dev team of 2 engineers & 1 product manager that grew into a specialized team of 12 team members across product, development, developer operations, & design with scheduled releases, established code standards, and many scrum practices. Eventually freeing myself of most frontend sprint deliverable responsibilities, I later managed scrum responsibilities such as leading daily scrum standups, organization & leading regression testing, facilitating sprint & project retrospectives, and assisting with project management when necessary. My primary focus was on the design & execution of new and rebuilt areas of the CorpU platform.

Why CorpU / Udemy? Lead with data & empathy is one of my strongest skills as a UX Designer. Show me what is happening, and I'll tell you how to improve it. The learners were my primary focus, growing the leaders of tomorrow for a better world. CorpU was a growing organization that had a beautiful mission. My passion to help others was propelled into creating a better workplace for everyone.



3. Software Engineer & Product Owner @ MoJo Active

Watsontown, PA — March 2019 - Aug 2020



4. UX Engineer @ BlackBoard Inc.

State College, PA — January 2017 - March 2019



5. UX Designer @ BlackBoard / Schoolwires Inc.

State College, PA — Dec 2014 - January 2017

6. ASE (Advanced Support Engineer) @ Schoolwires Inc.

State College, PA — January 2014 - December 2014

EDUCATION

Lock Haven University

(BS) Applied Computer Science and Information Technology — 2009-2013

Specialized in software engineering, database design, and game development.

Certifications, portfolio, social media, hobbies, and more can be found on WesHulsizer.com