Jered Danielson

Lead UX Developer · Frontend Architecture · 4D Visualization and Labeling

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SUMMARY

Design Engineer with 10+ years of experience and staff-level scope across frontend architecture, design systems, and complex interactive tools. Led Design Engineering for Indeed's Job Seeker Profile team, directly managing 4 design engineers, setting frontend architecture and best practices for ~25 engineers, and leading a from-scratch rebuild that grew to 12M+ monthly visitors. Moved to Aurora to go deep on 4D sensor-data visualization and complex application state for ML labeling, building on an award-winning ML labeling tool built single-handedly at Indeed. Mentor and force multiplier who sets technical direction, works through fuzzy problems, and translates requirements into polished, user-centered experiences.

EXPERIENCE

Senior Software Engineer

Aurora | Aug 2024 – Jun 2026

- Built and shipped complex frontend features for a 4D visualization and labeling platform with 100+ users, using canvas rendering to support sensor-data labeling for machine learning.
- Independently shaped UI and product interactivity on a team with few dedicated designers, including a label merge feature owned end to end, from requirements through design and implementation.
- Recommended and implemented a new client-side data model supporting draft states in the labeling workflow, letting users undo labeling actions across multiple sessions instead of only within a single session.
- Owned an expansion of the labeling feedback system (1,000+ feedback instances per day), adding multiple feedback states to give greater insight into the feedback lifecycle, which improved analytics and helped feedback guide labeling decisions.
- Added role-based access control to the labeling management portal, restricting management actions to specific users and roles (e.g., admin vs. default).
- Wrote engineering requirements documents and gathered stakeholder feedback for every project, aligning teams on recommendations before implementation.

Lead UX Developer

Indeed, Inc. | Jan 2022 – May 2024

- Led the Design Engineering cohort within the Job Seeker Profile team (6 engineers), and shaped frontend architecture and best practices for the broader team of ~25 engineers.
- Led a from-scratch rebuild of the Job Seeker Profile web app in React, TypeScript, and Apollo, establishing its frontend architecture, design patterns, and best practices, and growing it from zero lines of code to 12M+ unique monthly visitors.
- Moved the rebuilt app onto the newest version of Indeed's design system, and contributed back to Indeed's shared design patterns library, including a responsive modal that works seamlessly across mobile and desktop.
- Single-handedly built an internal tool for visually labeling resume PDFs, generating structured data for ML resume parsing. Improved parsing accuracy by 10%, reduced reliance on third-party tools, and earned the Indeed Innovation Award.

Senior UX Developer

Indeed, Inc. | Jan 2019 – Jan 2022

- Grew the Job Seeker Profile team's Design Engineering cohort from 2 to 6 developers, serving as direct manager to 4 mid- and senior-level engineers.
- Developed complex UI flows for new features and experiments that improved job seeker outcomes, partnering closely with UX designers to give feedback and refine details as a bridge between product, design, and engineering.
- Helped transition the Job Seeker Profile web app from legacy UI to Indeed's internal design system library.
- Enhanced developer effectiveness through mentorship, tooling, and process improvements.

Design Technologist
Indeed, Inc. | Jan 2018 – Jan 2019

- Joined the Job Seeker Profile team, delivering high-fidelity, UX-centric A/B tests, experiments, and interactive prototypes.
- Helped build a prototype deployment framework that accelerated the entire Design Engineering organization (60+ people).
- Bridged project managers, engineers, and designers, turning fuzzy input into clear priorities with minimal guidance.

UX Prototype Developer
HBO | Jan 2017 – Jan 2018

- Built high-fidelity interactive prototypes for HBO's Digital Products team across TV apps, game consoles, and Amazon Echo.
- Refined interaction models for cursor focus/navigation and user search that are still used in HBO apps today.
- Conducted user studies to gather real-world feedback and validate design concepts.

Design Technologist
Tectonic Design Studio | Jul 2015 – Oct 2016

- Bridged design and implementation, turning concepts from creative directors, UX, motion, and visual designers into working prototypes for globally recognized brands including Microsoft, Amazon, and Bang & Olufsen.
- Built custom tooling to improve studio workflow and efficiency.
- Delivered design guidelines and redlines as interactive web pages.

SKILLS

Frontend: React, TypeScript, JavaScript, HTML/CSS, GraphQL & Apollo, MobX, Node.js, Python
Graphics: Canvas rendering, WebGL, Shaders, Three.js, D3.js, 3D animation
Craft: Design systems, UX design, Accessibility (WCAG), Prototyping, Client-side state management
Engineering: API development, Full-stack apps, Unit & integration testing, CI/CD

EDUCATION

University of Washington
Bachelor's, Interaction Design | 2011 – 2015

VOLUNTEER EXPERIENCE

Mentor & Tutor
Ada Developers Academy | 2022 – Present