

RACHEL BAZELAIS

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SUMMARY

Frontend Engineer focused on elevating the quality and usability of developer-facing products. Expertise in React/TypeScript, component systems (Radix UI), and accessibility standards. Built shared component libraries adopted across teams and a full-stack developer tool with dual OAuth and optimistic UI.

TECHNICAL SKILLS

Frontend: React, TypeScript, JavaScript, Svelte, Radix UI, Tailwind, Zustand, XState, Framer Motion

Backend: Node.js, REST APIs, PostgreSQL, Drizzle ORM, Vercel Serverless Functions

Testing: Playwright, Vitest, @xstate/test, CI/CD (GitHub Actions, Jenkins)

Tools: Git, Vite, ESLint, PostCSS

EXPERIENCE

UI Engineer · **(Microsoft)** Undead Labs · Seattle, WA

September 2021 to December 2023 · State of Decay 3

- Built a shared input-prompt component in Svelte resolving live control bindings across gamepad (SVG ring-progress), mouse, and keyboard from a single declarative API; a disabled prop gated hold-action feedback and removed elements from focus management automatically
- Implemented inventory and crafting UI as an XState hierarchical state machine with parallel tab states, invoked input listeners, audio side effects keyed to transitions, and navmesh-driven gamepad navigation synchronized to UE5 game state via a reactive Svelte store bridge
- Wired spatial focus management across inventory, crafting, and menu systems using a Delaunay triangulation navmesh; interactive elements self-registered screen positions via a Svelte action so directional navigation resolved correctly across dynamic layouts without hardcoded tab order
- Authored custom ESLint and Stylelint plugins for Coherent Gameface compatibility and contributed PostCSS transforms to the Modular CSS pipeline to expand shorthand properties the runtime couldn't handle at build time
- Wrote Playwright E2E tests across 10+ specs using @xstate/test model-based testing; configured CI with 4 parallel workers, JUnit reporting, and video/trace capture on failure
- Designed a shared component API pattern (input-prompt, icon, grid-slot) that encapsulated Gameface runtime constraints, reducing onboarding time and eliminating late-stage compatibility regressions

Software Engineer · Yebo Technologies Inc. · Seattle, WA (Remote)

September 2019 to April 2020 · Company closed during COVID-19 shutdown

- Built API layer and data models for a no-code 3D simulation authoring platform, enabling non-technical training teams to create immersive job simulations without engineering support
- Contributed to marketplace publishing workflow for versioning and distributing training content to learners.

PROJECTS

Standup Tracker · [standup-tracker-indol.vercel.app](#) · [github.com/RBazelais/standup-tracker](#)

A full-stack developer tool that reduces the cognitive load of daily standup. Connects to GitHub and Jira via OAuth, groups commits by day and branch, and formats updates for Slack, Markdown, Jira, and plain text. Includes WCAG-compliant keyboard navigation (skip links, focus management on route transitions) and optimistic UI with race-safe rollback. Built with React, TypeScript, Radix UI, Zustand, React Query, PostgreSQL, Drizzle ORM, and Playwright.

EDUCATION

B.S. in Computer Science · Western Governors University · Expected December 2026

(weekend/evening program while working)