

Bo Frank

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Senior Developer with 26 Years of Experience

My career spans front-end development, User Interface (UI) and User Experience (UX) design, and creative leadership, often wearing multiple hats to bring projects from concept to execution. With decades in technology and a background in art, I bring a multidisciplinary perspective to developing products and services. I have led teams, mentored others, and collaborated with entrepreneurs as well as corporate teams and enterprise-level clients.

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EXPERIENCE

Microsoft (TEKsystems)

Redmond, WA (Remote)

May 2020 - Present

Role: Web Developer for AIOps (Producer and Performance PM)

- Building and maintaining site architecture, images, navigation, code (JavaScript, HTML, CSS) including an accessible archive of the previous 5 years of workshops.
- Provided weekly analytics reports and automatic site monitoring with less than three downtime events over 5 years.
- Aligned user needs and workshop goals based on UI/UX research including identifying 10 Key Performance Indicators (KPIs).
- This led to a 73% increase in conference registrations and 85% increase in workshop participation.

Abstract Tokenization (Abstract IQ)

Seattle (On-site)

August 2019 - May 2020

Role: Front-end and Creative Lead

- Delivered end-to-end development for a platform that democratizes commercial real estate investing by implementing blockchain.
- Updated legacy PHP with modern async JavaScript using Ethereum and Solana driving the crypto investor conversion rate to 77%.
- Developed an easy-to-use UI integrating Prime Trust (a financial institution that provides API-driven open banking) including KYC, AML, Bad Actor checks, transaction monitoring, domestic and global for individuals, institutions and entities, incoming and outgoing ACH, wire, check, credit and debit cards, SWIFT, Bitcoin, Ethereum, stablecoins, instant settlement, anti-fraud, multifactor, and PCI-compliant.
- Iterated on the platform using direct feedback from investors and commercial real estate sponsors with an 83% investment acceleration and 95% platform liquidity rate.

StratusCore (Ravel)

Seattle (On-site)

July 2018 - July 2019

Role: Front-end

- Developed a scalable, cloud-based platform for 3D software subscriptions and artist profiles that simplified workflow and talent discovery with a 140% Platform Adoption Rate.
- Collaborated with database engineers and backend developers, using Ethereum for creating smart contracts with a 350% Collaboration Engagement.
- Using REST style database API including defining schema using JSON.
- Refactored legacy code for performance and easier maintenance resulting in a 99.7% Tool Usage Uptime.

Verisart

London (Remote)

January 2018 - June 2018

Role: UI/UX Developer

- Developed and updated web interfaces for a fine art digital certification platform integrating Bitcoin reducing art registration time to an average of five minutes.
- Completed a beta launch, incorporated feedback for improvements gaining 25,000 registrations in the first quarter.

Microsoft (Affirma)

Redmond, WA (On-site)

March 2016 - December 2017

Role: Senior Software Design Engineer

- Made the Xbox Community Support Platform more engaging (Power BI engagement analytics of 300% increase) and useful

- by working closely with graphic designers, backend developers, and the project owner.
- Developed a platform that had 50,000 users and peaked at 3.5 million pageviews per month.
- Handled initial meetings with stakeholders for gathering requirements defining KPIs and Objectives and Key Results (OKRs).
- Provided user flows, wireframes, and mockups which enable developers to envision the final product.
- Developed working prototypes where the interaction can be shown.
- Led engineering team in breaking down deliverables into tasks with estimates.
- Used agile methodology within the 228,000 employee company of Microsoft.
- Blended modern frameworks like Bootstrap with legacy Microsoft Web Framework (MWF) for the Front-end.
- Developed the platform with HTML, CSS, JavaScript using legacy and new versions of Angular (AngularJS, Angular2, and Angular4) frameworks within a .NET (C#) architecture.
- Developed the Microsoft MVP site.

ActiveCast (TopicB)

Seattle (On-site)

August 2014 - November 2015

Role: Founder and Developer

- Quickly prototyped with Angular, Bootstrap, and jQuery.
- Built a platform for customer service analytics using the full stack including HTML, CSS, JavaScript, PHP, and MySQL.
- Developed a customized chat plugin for WordPress implementing websocket based chat.
- Integrated patented video, voice, and chat technology into prototypes for sales accelerators and investor pitches.
- Developed the front-end and UI for services with lean methodology and current design trends.
- Provided project management including defining scope, time, and budget.
- Hired three key people for business development for an investor pool of five entrepreneurs and two venture funds.

Explore Consulting

Bellevue, WA (On-site)

June 2012 - July 2013

Role: Consultant and Developer

- Provided solutions and customization for eight NetSuite eCommerce websites.
- Consumed JSON web services.
- Developed the UI and UX with the use of jQuery to create custom autocomplete navigation components.
- Created a methodology for responsive mobile design on legacy NetSuite templating Content Management System (CMS).

TRC Interactive

Redmond, WA (On-site)

September 2010 - July 2012

Role: Developer and Designer

- Developed five bank training courses in HTML, CSS, JavaScript, ActionScript.
- Worked with two back-end developers to integrate customizable learning modules into the learning system of 12 different banks.
- Helped the company earn the 2012 First Citizens Bank Gold Status leading to five additional client contracts.

FooMojo

San Francisco (On-site)

June 2009 - May 2010

Role: Game Developer and Designer

- Worked with product director and back-end developers to design and develop a mini game arcade (20 games) and meta game components.
- Helped define localization and scoring API for Flash games with over 7,000 players.
- Implemented design for foopets.com UI using Flex with JSON and XML services.
- Developed 10 animated interactive virtual pet toys.

SocialMedia.com (LivingSocial)

Palo Alto and San Francisco (On-site)

November 2007 - June 2009

Role: Senior Software Design Engineer

- Worked within a team of 10 people consisting of engineers, data scientists, marketers, and sales to create the first interactive social advertising on Facebook and Twitter (X).
- Developed ad templates for the socialmedia.com advertiser interface including 350 static and 30 video ads.
- Hired three production artists.
- Used HTML, CSS, JavaScript, PHP to build the platform and ad templates.
- Developed three WordPress pages for advertiser outreach and education.

ImageKind (CafePress)

Seattle (On-site)

October 2006 - October 2007

Role: Front-end Developer

- Worked closely with the back-end engineer to complete an ecommerce site in 2 months leading to another round of funding.

- Developed image editing tools for users.
- Ensured that designs were cross-platform and browser consistent with console zero errors.
- Integrated Flickr API gaining access to 2 billion images.
- Successfully co-branded site with HP within 1 week.
- Acted as a release manager for daily application updates using SVN with zero reverts.
- Used HTML, CSS, JavaScript within a .NET (C#) framework.

MDLogix

Towson, MD (On-site)

July 2006 - August 2006

Role: Front-end Developer

- Implementation of data driven design in HTML and CSS in a Ruby on Rails architecture for a Johns Hopkins medical research website.
- Provided alternative ways of rendering views helping the creative team provide a more efficient (2 day turnaround).
- Made sure the UI was cross-platform consistency.
- Adhered to strict legacy XHTML and CSS validation standards.
- Used Tortoise SVN as a version control system.
- Enabled project director to successfully present the first phase of the project gaining series B funding.

Handheld Games

Mill Creek, WA (On-site)

October 2004 - October 2005

Role: Game Developer, Art Director, Producer, and Recruiter

- Developed 12 game prototypes that would be eventually coded onto consoles by assembly language engineers.
- Provided production management for graphic and audio assets.
- Managed projects to be delivered to clients in a timely manner.
- Acted as a point of contact between CEO and two publishers.
- Hired developers to help with prototyping after initial game success.
- Served as liaison between clients and the CEO advising on technical limitations and then communicating requirements to developers.

Tagora

Brussels (Remote)

June 2001 - June 2004

Role: Developer and Game Designer

- Developed five white label Flash games.
- Developed interactive Flash video for an American theme park in Germany.
- Made the final product localizable in German and English while accounting for the average 25% longer German word length.

Seattle Teachers College

Seattle (On-site)

May 2003 - May 2004

Role: Developer and Designer

- Quickly learned Real-Time Markup Language (RTML) for Yahoo stores for course tuition payment processing.
- Managed a successful email campaign recruiting over 100 teachers.
- Developed a local commercial space rental listing app for teachers using PHP and JavaScript.

GameHouse

Seattle (On-site)

May 2001 - May 2003

Role: Game Developer and Designer

- Developed 12 games for the GameHouse arcade using Director and Flash.
- Rewrote from C++ to ActionScript and redesigned from bitmaps to vector GameHouse's Collapse, Combo Chaos, and Puzzle Inlay games.
- Integrated the games into a Microsoft .NET framework and using a JavaScript Object Notation (JSON) API.

Mirage Marketing

Seattle (On-site)

January 1999 - January 2001

Role: Web Developer and Designer

- Developed five websites, over 100 ads, and 10 arcade-style games.

SKILLS

Languages & Frameworks: HTML, CSS, JavaScript, PHP, Python, Vue.js, React, Tailwind, Angular, jQuery, Redux, .NET (C#)

Design Tools: Figma, Framer, Webflow, Adobe CC (Photoshop, Illustrator, Premiere Pro, Firefly), Blender

AI & Automation: ChatGPT, Claude, DeepMind, Copilot, Sora, Veo, Midjourney

Project Tools: Git, npm, Jira, Confluence, SharePoint, MS Office Suite

Soft Skills: Leadership, Communication, Critical Thinking, Empathy, Collaboration, Adaptability

EDUCATION

BFA, University of Arizona

CERTIFICATIONS

Micro1 - 2025 - Web Designer for AIOps (Producer and Performance PM)

LinkedIn - 2021 - SharePoint Online Essential Training: Beyond the Basics

Smarterer (2013-2015)

- Communication Specialist
- HTML
- jQuery Expert
- Design Principles
- Facebook Marketing
- Sales Fundamentals
- English-Korean Translation

SOCIAL LINKS

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