



James Ives, Lead Software Engineer

Experienced engineering leader with expertise in front-end development, design systems, and automation.

Links

[Website: jives.dev](https://jives.dev)

[LinkedIn: linkedin.com/in/ivesjames](https://linkedin.com/in/ivesjames)

[GitHub: github.com/JamesIves](https://github.com/JamesIves)

Employment History

Technical Lead, Principal Software Engineer at Blizzard Entertainment

August 2020 — Present

- Set the mission and vision for Blizzard's in-house design system, managing a team of software engineers in its development and implementation across 20+ applications.
- Oversaw the architecture and development of complex user interfaces for flagship applications in the gaming industry, ensuring adherence to industry best practices and delivering high-quality experiences for millions of players worldwide.
- Architected the design token platform within Blizzard's design system, facilitating multi-brand support and seamless integration across various product lines, enhancing brand consistency and scalability.
- Made substantial code contributions across multiple languages and technologies, particularly in Lit (Web Components), TypeScript, Angular, GitHub Actions and Node.js.

Senior Software Engineer, Principal Associate at Capital One

August 2018 — July 2020

- Developed investment software for individuals approaching retirement age at financial technology startup United Income, dedicated to building innovative financial products.
- Utilized React, TypeScript, Node, Python, and SQL to build multiple open-source libraries and launch new features, including an in-house built design system.
- Demonstrated proficiency in React and CSS to create visually appealing and responsive user interfaces that are compliant with WCAG AA accessibility standards.
- Contributed expertise to the company after its full acquisition by Capital One, playing a key role in ensuring a smooth transition during its rebrand.

Principal Software Engineer at The Washington Post

December 2017 — August 2018

- Worked primarily on The Washington Post's software as a service product, Arc, utilizing JavaScript and React to develop news products for globally recognized publications.
- Led large-scale software development teams across each stage of the product lifecycle, ensuring timely delivery and high-quality results.
- Collaborated with high-profile clients such as MLB, Le Parisien, LA Times, New York Daily News, and The Boston Globe on accessible and performant web based software development projects.

Projects

GitHub Pages Deploy Action

Present

Led the creation and ongoing development of a prominent open-source project focused on deploying websites to GitHub Pages. Recognized as one of the top-performing Actions on the GitHub Marketplace, boasting a **user base exceeding 500,000** across the GitHub platform as of 2024.

Learn more: <https://github.com/marketplace/actions/deploy-to-github-pages>

Documentation at Valve

January 2013 — December 2014

Participated in collaborative projects with Valve, contributing to the documentation of prominent features on Steam such as community releases and product launches. Additionally, involved in accepted item submissions for acclaimed titles such as Dota 2 and Counter-Strike.

Skills

People Management

Design Systems

JavaScript

HTML

React

SQL

GitHub Actions

Node.js

Playwright

User Interface (UI) Design

Web Accessibility

Team Leadership

TypeScript

CSS

Web Components (Lit, Polymer)

Angular

GraphQL

Next

Storybook

User Experience (UX) Design

Figma

Documentation

Languages

 **English** Native speaker