

CALLEY NYE

Senior Software Engineer · Accessibility Specialist · Real-Time & Streaming UIs

Los Angeles, CA · hi@calley.io · (860) 869-9467 · calleynye.com · linkedin.com/in/callevnye · github.com/syren

Full Sail University, Web Design & Development · 2010–2011

SUMMARY

Senior frontend engineer with **10+ years building accessible consumer products**, with deep experience in real-time UIs, performance optimization, and design systems. I collaborate closely with designers and product managers to translate design intent into polished, accessible production code — and I believe accessibility isn't a feature to add at the end of a sprint, it's an architectural decision that determines whether a product serves everyone or only some. **AI-assisted development is the leverage point that finally makes inclusive engineering the path of least resistance**, and I want to help build the interfaces that set that standard for the industry. I work primarily in Vue today and am actively shipping React/Next.js/TypeScript in current client engagements.

EXPERIENCE

Senior Frontend Engineer · Calley Co (independent) · Los Angeles

March 2023 — Present

AI-focused product engineering and accessibility engagements for startups, agencies, and e-commerce brands.

- Currently shipping a **React + Shopify** frontend for a national school uniform supplier featuring an AI-powered sizing recommendation system, as product designer and lead frontend engineer.
- Led a **WCAG 2.1 accessibility audit and remediation** of a 200+ page advertising agency site (WordPress + Joomla) — ARIA roles, semantic HTML, contrast, keyboard navigation, alt text — while preserving SEO and design integrity.
- Built and maintain end-to-end automation workflows for multiple Shopify brands, integrating AI tooling into product development, merchandising, and content operations.
- Explore what AI-assisted development makes possible for consumer product quality — whether accessibility, performance, and polish can finally be built in from day one rather than retrofitted.

Senior Software Engineer · McKinsey & Company · Los Angeles

June 2021 — July 2023

Game-Based Innovations Lab — game-based assessments and leadership training experiences used globally.

- Built a **distributed real-time multiplayer experience over WebSockets** for a COVID-era management leadership workshop — globally synchronized shared state, turn-based control passed between players, and a drag-and-drop interface where each player's interactions rendered live on every other player's screen.
- Designed and built the frontend for two assessment and training experiences in **Vue 3, TypeScript, and Node.js**, working directly with designers and product managers to translate detailed design intent into polished, accessible production code.
- Architected the team's **Vue component library and design system** — the shared foundation all current and future GBIL experiences are built on — with accessibility, performance, and reusability as core architectural requirements, not afterthoughts.
- Championed accessibility across the team through code reviews, formal discussions, and advocating for accessibility as a hiring-process equity issue — and led implementation of event analytics for product research.
- Contributed to Access McKinsey — the firm's disability affinity group — whose thought leadership reaches McKinsey's global workforce and the broader industry through its publishing channels.

Expert Frontend Developer (Contract) · Milliman · Remote

December 2020 — May 2021

WCAG 2.0 conversion of SaaS interfaces — forms, data grids, dashboards — from ASP.NET Webforms to MVC.

- Delivered a **responsive, WCAG 2.0-compliant overhaul** spanning four disparate codebases, translating complex data-heavy designs into accessible production code.
- Designed and built a new global navigation experience unifying four previously disconnected products across ASP.NET MVC, Web Forms, and legacy SCSS systems.
- Proposed and implemented a modernized build process: watch mode, autoprefixing, transpilation, mobile device emulator testing, and the foundation of a shared UI library.

Design, development, and product strategy consultancy applying lean product development and empathy-driven design to complex technical problems.

- Delivered frontend and full-stack solutions on 40+ client engagements, often stepping into large legacy codebases to identify architectural debt, propose refactors, and ship measurable improvements.
- Drove growth strategy and developer relations for multiple fintech and crypto startups, including growing a community channel from zero to 100K members.

UI Engineer & Co-Founder · Popularium (acquired) · Los Angeles

February 2016 — December 2018

Storytelling-driven product recommendation platform — real stories about real products from real people.

- Built the initial platform end-to-end using Django, designing user experience and core journeys alongside the engineering.
- Established a custom testing and analytics framework that informed product and editorial decisions.

UX Developer · Crowdrise (acquired by GoFundMe) · Los Angeles

September 2013 — February 2016

Charity crowdfunding platform used by many of the world's largest nonprofits.

- Designed and shipped a **higher-converting responsive signup process** that lifted completion rates across the funnel.
- Led implementation of a new feature that became **20% of the company's business within its first year** of launch.
- Established frontend standards in SASS and JavaScript and integrated the Foundation framework to accelerate responsive development across the team.

SELECTED WRITING & SPEAKING

- **Which model of disability is your AI product operating from?** — Essay and interactive microsite mapping society's evolving models of disability onto patterns in modern AI interface design, and arguing AI-assisted development is the leverage point that makes inclusive engineering economically viable for the first time. *calleynye.com*
- **What is a Disability?** — Internal talk at McKinsey (Dec 2022) on the five models of disability and their implications for how we build recruiting products. Intellectual foundation for my current work on AI and accessibility.
- **JS.LA** (March 2015) — Conference talk on JavaScript and frontend practice. *youtu.be/zKwNkX7MU3c* · **Crypto Invest Summit** — Women of Crypto Track (2018), Marketing Workshop panelist · **DeveloperWeek 2015** speaker.

TECHNICAL SKILLS

Currently shipping · React, Next.js, TypeScript, Node.js, Vue 3 (Composition API), Shopify (Liquid + Hydrogen), Tailwind CSS, AI-assisted development workflows

Accessibility · WCAG 2.0 / 2.1 / 2.2 AA remediation, WAI-ARIA patterns, semantic HTML, focus management, keyboard navigation architecture, screen reader testing (NVDA, VoiceOver, JAWS), accessible streaming/live-region patterns for dynamic content

Real-time & streaming UIs · WebSockets, shared state synchronization, event-driven architecture, multiplayer interactions, accessible live-region patterns for streaming content, optimistic UI updates

Performance & Design Systems · Core Web Vitals optimization, Lighthouse auditing, bundle analysis, component library architecture, Storybook, design token systems, cross-codebase design system unification