

Tim Cox

Senior Frontend Engineer

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PROFESSIONAL SUMMARY

Senior Frontend Engineer with over 20 years of experience in developing scalable web applications and high-performance user interfaces. Proven expertise in front-end architecture, performance optimization, and modernizing legacy platforms. Successfully engineered 40+ production web applications used daily by millions of users, including [EverQuest](#) (up to 2 million pageviews daily peak), [EverQuest II](#) (up to 2 million pageviews daily peak), [DC Universe Online](#) (up to 500,000 pageviews daily peak), Star Wars Galaxies (up to 1.5 million pageviews daily peak), [PlanetSide 2](#) (up to 1 million pageviews daily peak), Ashes of Creation (up to 1 million pageviews daily peak), [SOE All Access](#), and [H1Z1](#). Currently leveraging modern technologies such as React, Next.js, and TypeScript, with AI-assisted coding with Cursor and ChatGPT. Committed to applying my extensive experience in a challenging frontend development role while embracing opportunities for growth and transitioning towards full-stack development.

SKILLS

Frontend Development: React, React Native, Next.js, TypeScript, JavaScript (ES6+), HTML5, CSS3, Tailwind CSS, SCSS, PHP, Angular, Jest, Playwright

Backend: GraphQL, REST APIs, Node.js, MongoDB, Python

Architecture & UI Systems: Design Systems, Component Libraries, UI Architecture, Performance

Tools & Platforms: Webpack, Docker, GitHub/GitHub actions, Agile, Figma, Adobe XD, Jira, MERN stack, Cursor, ChatGPT

PROFESSIONAL EXPERIENCE

Intrepid Studios (Studio Closure) – Remote

June 2022 – February 2026

Video game developer creating ambitious online worlds and immersive multiplayer experiences. Studio closed; all staff laid off.

Senior Frontend Engineer (Sep 2025 – Feb 2026)

- Implemented unit and component testing (Jest, React Testing Library) and CI/CD workflows, leveraging AI-assisted tools to generate test cases and improve coverage, increasing reliability and reducing regressions.
- Improved performance by 35%-45% through optimized rendering, data fetching, and CDN caching (AWS CloudFront), leveraging AI-assisted analysis to identify bottlenecks and optimize delivery paths.
- Managed complex client and server state (React Query, Redux, context) and contributed to REST/GraphQL API design to enable efficient data flow.
- Built reusable component libraries and shared UI systems, improving cross-team consistency and scalability by approximately 20%.

Frontend Engineer (Jun 2022 – Sep 2025)

- Architected and led development of the Ashes of Creation web platform and internal admin tools using React, Next.js, and TypeScript, building scalable frontend systems with shared UI architecture and high-performance patterns, leveraging AI-assisted tools (Cursor, ChatGPT) to accelerate development.
- Owned and enhanced multiple production and internal applications (Legacy Angular website, employee admin tools, React-based Ashes of Creation site), delivering features, improving stability, and reducing technical debt.
- Led the migration of legacy Angular applications to a modern React architecture, leveraging AI-assisted tools (Cursor, ChatGPT) to accelerate refactoring and reduce migration time, improving load times by 25%-30%.
- Leveraged Next.js SSR, SSG, and ISR to improve SEO, performance, and content delivery by 20%-30%.
- Partnered with UX, product, and backend teams to deliver production-ready features.

Ambry Genetics – Hybrid

December 2017 – April 2022

Genetic testing company providing diagnostics, hereditary risk assessment, and precision medicine.

Senior Software Engineer

- Developed and maintained a patient payment portal in Angular, used by thousands of users monthly to pay bills with credit cards, improving usability and payment completion rates.
- Built applications in Angular and React, supporting multiple production systems during a frontend transition.
- Led a Twitter Bootstrap migration from Bootstrap 2 to Bootstrap 4 that improved accessibility and mobile responsiveness across key applications.
- Created shared UI components and patterns, reducing development time for new features by 15% to 20%.
- Developed internal billing applications in Angular and React, used daily by operations teams, improving workflow efficiency.
- Refactored UI architecture to improve component reusability and reduce long-term maintenance overhead.
- Improved build and deployment workflows using Webpack, reducing build times and environment-related issues.

NetBrains

November 2015 – October 2017

Network automation platform improving infrastructure visibility, troubleshooting, and enterprise operational efficiency globally.

Senior Software Engineer

- Developed Angular-based applications like the Clarity end-to-end allergy solution, a web application for nurses to assist in performing allergy testing, and maintained company web platforms supporting internal and customer-facing tools.
- Introduced Webpack to modernize build processes, improving consistency and deployment reliability.
- Partnered with backend engineers to improve frontend implementation practices and UI consistency.

Disney Consumer Products

July 2015 – September 2015

Global consumer products division creating licensed merchandise, retail, and brand experiences. Department closed.

Senior Web Developer

- Developed backend and web systems using Java, JSP, PHP, and MySQL for Disney's Imagicademy, an interactive learning suite used by children.
- Configured development environments, including Apache Tomcat and Spring.
- Built email capture systems supporting marketing initiatives.

Sony Online Entertainment

June 1999 – July 2015

Video game publisher developing online multiplayer games and interactive entertainment experiences.

Senior Web Developer (Jul 2010 – Jul 2015)

- Implemented A/B testing, improving player engagement by 30%.
- Developed web systems supporting Sony's online gaming platforms, helping drive 10%+ growth in user acquisition and increasing overall platform revenue and market visibility.

Web Developer (Jun 1999 – Jul 2010)

- Created and supported PlayStation 2's online store and user registration flow, contributing to a 15%–20% increase in digital transactions and improving customer engagement across early online services.
- Built AJAX-driven player account management systems to facilitate sales and increase revenue.
- Delivered web features supporting major game launches, increasing customer retention.
- Modified and supported Sony's Online Games, such as Wheel of Fortune Online and JEOPARDY! Online using Dynamo, HTML, CSS, and JavaScript

EDUCATION

Biola University - Communications - La Mirada, California