Drake Perkins

FRONTEND SOFTWARE ENGINEER | JAVASCRIPT / TYPESCRIPT

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Portfolio | LinkedIn | GitHub

PROFESSIONAL SUMMARY

Frontend Software Engineer with 7+ years of professional experience developing interactive web applications, reusable UI components, and responsive, accessible interfaces. Skilled in JavaScript, TypeScript, Vue.js, HTML, and CSS, with expertise in frontend architecture, accessibility, and automated testing. Proven ability to streamline development workflows, improve QA efficiency, and mentor engineers across multidisciplinary teams.

PROFESSIONAL EXPERIENCE

Game Engineer (Interactive Web Applications) | KnowBe4 Dec 2024 – Oct 2026

- Developed and launched **10+ interactive web applications and games** using Construct 3, JavaScript, and TypeScript, delivering responsive, accessible, and localized experiences with user **ratings of 4.6/5 or higher**.
- Built accessible multimedia interactions, including custom video controls, a seek/scrub interface, and an SRT subtitle parser written from scratch to keep captions synchronized with playback.
- Designed and built **Knowledge Race** end-to-end, implementing peer-to-peer multiplayer communication and real-time game-state synchronization.
- Developed **Workplace Hazard Patrol** end-to-end, integrating interactive 2D interfaces with 3D environments, configurable game settings, quiz functionality, and SCORM support.
- Built **Playwright-based automated QA** and accessibility checks that reduced audit time by approximately **75%**, supporting **Section 508 and WCAG 2.2** standards.
- Mentored **12+ engineers**, promoting coding best practices, accessibility standards, and consistent code reviews while supporting onboarding, technical development, and team collaboration.
- Supported AWS-backed leaderboards for convention, corporate, and student outreach games, including credential handling, score retrieval, and player tracking.

Frontend Developer | KnowBe4 Aug 2019 – Dec 2024

- Developed reusable **JavaScript and SCSS components**, shared UI elements, and templates, reducing new-module development time by approximately **60%**.
- Created interactive training experiences within a Vue-based course builder, customizing existing UI components with HTML, CSS, and JavaScript.
- Built responsive, accessible interfaces and supported **SCORM 1.2/2004 and AICC** integrations for course progress, state, and LMS reporting.
- Supported content localization into **35+ languages** using Phrase (Memsource), addressing UI needs across localized experiences.
- Collaborated with designers using **Figma** and **Adobe Creative Cloud** to translate layouts and assets into responsive, accessible interfaces.

TECHNICAL SKILLS

Languages & Web: JavaScript (ES6+), TypeScript, HTML5, CSS3, SCSS/Sass, Python, Java

Frontend & Design: Vue.js, React (personal projects), Bootstrap, Chart.js, responsive design, Figma

Web Accessibility: WCAG 2.2, Section 508, semantic HTML, keyboard accessibility, focus management

Testing & QA: Playwright, automated testing, QA automation, accessibility testing

Development Tools: Git, GitHub/GitLab, Node.js/npm, Vite, Webpack, Jira

AI & Workflow: Claude Code, GitHub Copilot, Gemini, Agile/Scrum, AI-assisted development

Integrations & Standards: REST APIs, JSON, AWS integrations, SCORM 1.2/2004, AICC

Content & Creative: Phrase (Memsource), Adobe Creative Cloud, Construct 3

SELECTED TECHNICAL PROJECTS

Developer Portfolio | Live Site | GitHub

JavaScript, HTML5, CSS3, SCSS/Sass, Bootstrap

- Developed a responsive portfolio showcasing professional frontend engineering projects and technical implementations.
- Implemented accessibility features, responsive navigation, and interactive multimedia project showcases.

Wheel of Success – Word-Guessing Game | Live Site | GitHub

JavaScript, HTML5, SCSS/Sass, Vite, REST APIs

- Developed a modular JavaScript application featuring asynchronous API integration, configurable difficulty settings, timed gameplay, and persistent game state.
- Implemented accessible keyboard interactions, responsive layouts, customizable themes, offline fallbacks, and automated testing.

React Task Management Application | Live Site | GitHub

React, JavaScript, Vite, HTML5, CSS3

- Developed a component-based task management application using React Hooks for state management, task filtering, and dynamic UI updates.
- Implemented local storage persistence and accessible keyboard interactions.

EDUCATION

B.S. in Computer Engineering | Florida Polytechnic University — Aug 2016 – May 2020
Minor in Machine Intelligence (Artificial Intelligence)

CERTIFICATIONS

Front End Web Development Techdegree — Nov 2026
Team Treehouse | Verify Credential