

Jacob Ikola

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Professional Summary

Design engineer with 6+ years shipping web applications from Figma to production. Design-systems builder, sole-developer product owner, client-facing engineer — comfortable owning the whole stack and the AI-augmented workflows around it. Range across React, TypeScript, Node.js, and GraphQL.

Experience

Independent

Design Engineer | *Aug 2025 – Present*

- Built Loom — a token-first design system generator. One JSON spec produces a populated Figma library and a Next.js + Tailwind scaffold, eliminating Figma↔code drift structurally. Validated in production through three downstream projects.
 - Shipped JAMIE — a programmable AI operating layer for daily engineering work. Identity, memory, sessions, and routing as version-controlled markdown; Anthropic Agent SDK integration; runs across Claude Code, Codex, and Gemini.
 - Shipped Paperboy and Party Wipe as design-system proofs — Paperboy (daily news dashboard, in daily use) and Party Wipe (D&D combat roguelike, Three.js status-effect rendering), both built end-to-end on Loom's output.
 - Frontend motion craft — Three.js / React Three Fiber hero scenes, IntersectionObserver-based scroll-reveal, prefers-reduced-motion discipline, individual transform properties for atom-level animations.
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Spectrum Net Designs

Full-Stack Developer, UI Designer | *Feb 2022 – Jul 2025*

- Established a company-wide design system from the ground up — Figma components, reusable libraries, and living documentation — significantly reducing stylistic code bloat across the team's output.

- Operated as a 1:1 client-facing developer, leading engagements from requirements through technical architecture and delivery; balanced multiple concurrent client timelines and stakeholder relationships.
 - Contributed full-stack to Auctioneer Software (SaaS) — React/TypeScript UI, GraphQL resolvers, and PostgreSQL schemas handling bidding data, user management, and auction lifecycle. Shipped through PR-based code review and GitHub Actions CI/CD.
 - Contributed across the company's broader portfolio of custom software projects beyond direct client work — different stacks, different codebases, as the team needed.
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Independent Contractor

Design & Development Consultant (Remote) | *Mar 2021 – Jan 2022*

- Designed and built single-page applications for marketing, advertising, and internal office use — solo developer working directly with each project's designer and owner.
 - Owned the full design-to-development lifecycle — wireframing in Figma, iterating through feedback, and shipping production-ready code to spec.
 - Identified technical constraints early in design, proposing scalable solutions that prevented rework during implementation.
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PropelUp

Full-Stack Developer (Remote) | *May 2019 – Jul 2020*

- Sole developer on a Learning Management System — grew the codebase from zero to a product that software companies beta-tested in production. React, Express, Node.js, PostgreSQL with REST APIs, deployed on Heroku.
 - Traveled on-site with the sales team to conduct user interviews and deliver live product demos, directly shaping the roadmap from real feedback.
 - Served as the connective thread between design, engineering, and sales — the only team member with full context across all three.
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Education

Eleven Fifty Academy (now Blaizing Academy)

Full-Stack JavaScript Cohort | *Jan 2019 – Apr 2019*

- Completed 500+ hours of hands-on training in full-stack development using React, Angular, Node.js, and PostgreSQL.
- Collaborated on multiple team projects, applying best practices in clean code, version control, and UI/UX fundamentals.
- Awarded the Teamwork Award, voted by peers for collaboration and mentorship.