Nick Kuek

Design Engineer

(678) 900-2042   nkuek1@gmail.com   nkuek.dev   GitHub   LinkedIn

SUMMARY

Front-end engineer who cares about craft. Over four years I've built the interactive, animation-heavy surfaces that define Mercury's front-end marketing web presence — 3D heroes, WebGL effects, product launch pages, and the CMS and performance infrastructure behind them. I work best at the seam between design and engineering: translating ambitious visual ideas into production code that's fast, accessible, and a pleasure to maintain.

EXPERIENCE

Mercury Software Engineer → Senior Software Engineer (IC1 → IC3)   Mar 2022 – Present · Remote

Spheres Conference Hero ThreeJS · R3F · GLSL
Prototyped and shipped an interactive 3D particle hero (40k+ points, custom shaders). Built a designer debug panel for real-time tuning. Delivered a team-wide ThreeJS crash course afterward.

CTA Hover Effect & Hero Spotlight Mask WebGL · R3F
Self-directed WebGL deep-dive to produce a fluid-sim button hover and cinematic hero mask. Both became signature brand moments generating social media buzz cited by leadership.

Homepage Redesign React · Next.js · Framer Motion
Engineering lead for a full homepage redesign tied to Mercury's multi-product launch. Partnered with brand and marketing on hero motion concepts; structured the build for team-wide contribution.

Content Hub & Blog Platform Next.js · Sanity · SSG · GraphQL
Architected and launched a new blog end-to-end — CMS migration, editor tooling, go-live checklist, launch-day triage. Better authoring workflows, fewer support requests.

CMS Tooling & Editor Experience DatoCMS · Custom Plugins
Built a brand-enforcing color picker plugin, auto-numbered disclaimers, and looping-video components with synced progress — creative freedom inside safe guardrails.

Performance & Reliability SSG · ISR · Playwright
Introduced static generation for dynamic pages. Co-drove ~50% TTFB improvement on key sections. Added build-time validation to catch broken pages before production.

Bank Fee Calculator · Greenhouse Jobs Page · LegalZoom Launch
End-to-end interactive tools, API integrations with webhook revalidation, and a server-side events pilot — spanning accessibility, analytics instrumentation, and self-serve content workflows.

Micro-Interactions & Polish Framer Motion · CSS
Ongoing investment in interaction quality: carousel transitions, animated CTAs, pricing toggles, completion-state animations. Consistently cited by peers and managers as raising the team's craft bar.

MENTORSHIP & TEAM IMPACT

Mentored a summer intern through animation-heavy projects — scoped work, pair-debugged, reviewed PRs — resulting in fast ramp and independently shipped features.

Delivered a ThreeJS/R3F/GLSL crash course making 3D work more accessible to the team. Kicked off an org-wide animation critique that standardized craft expectations.

Built reusable abstractions (floating actions, video players, CMS plugins) consumed by other engineers across Mercury's marketing surface.

PRIOR EXPERIENCE

Front-end Engineer — Sedaro Technologies   Jul 2021 – Jan 2022
Built front-end middleware to generate model relationships, CRUD actions, and store selectors for 30+ models. Customized layout packages for responsive, performant component wrappers.

SKILLS

3D & Animation: ThreeJS, R3F, GLSL, WebGL, Framer Motion, CSS animation   **Front-End:** React, Next.js, TypeScript, HTML/CSS, Tailwind

CMS & Tooling: Sanity, DatoCMS, custom plugins, SSG/ISR, GraphQL   **Quality:** Accessibility, Playwright, performance tuning, build validation

EDUCATION

App Academy — Full-Stack Web Development (2000+ hr program)   2020 – 2021
Emory University — B.S. Biology   2014 – 2018