EBEN MAGLIC
WEB DEV & DESIGN

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FRONT END ENGINEER WITH UI/UX EXPERTISE

SOLVING STRATEGIC PROBLEMS THROUGH CREATIVE AND COLLABORATIVE SOLUTIONS

Front end engineer with a strong foundation in UI/UX principles. Skilled in building responsive, scalable applications using React, Vue.js, and other modern technologies. Adept at creating intuitive user interfaces, streamlining workflows, and producing thorough documentation to enhance collaboration and application usability. Detail-oriented, proactive, and user-focused problem solver.

TECHNICAL COMPETENCIES

Languages	HTML, CSS, JavaScript, TypeScript, Python
Web Tech	React, Redux, Recoil, Next.js, Vue.js, Express, Node.js, Tailwind CSS, Bootstrap, Material UI (MUI), WordPress, WebSockets, JSON, XML, REST API's, Sanity.io
Applications	Jenkins, Git, Figma, Adobe Photoshop, Adobe Illustrator, Adobe Animate

CORE COMPETENCIES

Effective Communication | Cross-Functional Collaboration | Technical Problem Solving
Creative Solution Development | Analytical Thinking | Efficient Time Management

PROFESSIONAL EXPERIENCE

APEX SYSTEMS
Senior Consultant (Engineering)

Los Angeles, CA (Remote)
July 2025 - Current

Technologies: React, Redux, TypeScript , Webpack, Express, Node.js

- Developed and maintained frontend features for large-scale web applications using React, Redux, and TypeScript, collaborating with cross-functional engineering teams within the client organization.
- Built reusable UI components and improved frontend architecture to support scalable and maintainable application development.
- Partnered with backend engineers to integrate REST APIs and ensure reliable data flow between frontend and Node.js/Express services.
- Served as an internal liaison between Apex Systems and Apex-represented contractors, facilitating communication, coordinating resources, and assisting engineers with tooling, hardware, and operational support.

ACTIVISION BLIZZARD
Senior Engineer

Santa Monica, CA (Remote)
March 2022 - Nov 2024

Technologies: React, Redux, TypeScript , Material UI (MUI), Tailwind, Sanity.io, Express, Node.js

- Led architecture, UI/UX design, and front end development of internal React tooling used to support live gameplay features for Call of Duty: Warzone Mobile.

- Partnered with engineering leadership to define roadmaps, establish technical specifications, and drive alignment across tooling initiatives.
- Directed CMS migration to Sanity.io by designing schemas, building custom components, developing internal dashboard tools, and coordinating with Sanity's technical team.

CRUNCHYROLL (formerly Funimation)
Culver City, CA (Remote)
Senior Frontend Developer
May 2021 - March 2022

Technologies: Vue.js, TypeScript, WordPress, Webpack, Node.js

- Led small team of developers to build promotional web experiences using Vue.js, HTML, CSS, and JavaScript, ensuring high-quality execution and alignment with campaign goals.
- Built scalable WordPress templates for Funimation Films and rebuilt Crunchyroll's job board in Vue.js, improving usability for both content editors and applicants.

VITU
Agoura Hills, CA
Frontend Developer / UI Designer
Jan 2020 - May 2021

Technologies: HTML, CSS (Sass), TypeScript, Express, Node.js, WebSockets, Vue.js

- Designed and developed browser-based automation tool for legacy terminal system, improving data accuracy and significantly accelerating operator workflows.
- Contributed to the development of an internal Electron app that streamlined daily operations for the customer service team.

Nexxen (formerly Tremor Video)
Los Angeles, CA
Frontend Developer
March 2017 - Jan 2020

Technologies: HTML, CSS, JavaScript, CreateJS, Adobe Animate, WordPress, Express

- Built interactive ad templates and custom components using HTML, CSS, JavaScript, and CreateJS.
- Created internal tools and web pages to improve collaboration and resource access across teams.
- Created internal tools and web pages to improve collaboration and resource access across teams.

Nexxen (formerly Tremor Video)
Los Angeles, CA
Interactive Designer
April 2015 - March 2017

Technologies: Adobe Photoshop, Adobe Illustrator, Adobe Animate, JavaScript, CreateJS

- Designed and developed branded interactive ads from concept through deployment, aligning with client objectives and brand guidelines.

Broke Astronaut Games
Lead Gameplay Programmer / Game Designer

Technologies: Game Maker Studio, JSON, Steamworks API

- Co-created the indie platformer The Adventures of Clive McMulligan (available on Steam), leading game design and engineering on a three-person team.
- Built core gameplay systems including player physics, enemy AI, interactive overworld map, HUD, menu systems, level progression, and full controller support.

- Integrated Steamworks Achievements using the Steamworks API.
- Built scalable WordPress templates for Funimation Films and rebuilt Crunchyroll's job board in Vue.js, improving usability for both content editors and applicants.

EDUCATION

CALIFORNIA STATE UNIVERSITY NORTHRIDGE (CSUN)

Northridge, CA

Bachelor of Arts (BA), Art (Graphic Design)

Aug 2010 - June 2014