Michail Yasonik

Accessibility advocate and frontend engineer with a business degree

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MOST RELEVANT & RECENT WORK EXPERIENCE   View full list and details at yasonik.com

Staff Software Engineer, Accessibility at *Airbnb*   started Sept 2022

Rep to W3C's ARIA working group
- Lead WCAG 2.1 adoption across disciplines and product teams focusing on speed to adoption for low hanging fruit and internationalized compliance testing
- Rebuilt accessibility training focusing on practical guidance for 300+ engineers and bi-weekly bootcamp
- Unblocked axe-core upgrade catching 1000+ new issues and reducing flakiness in ~1600 component tests
- Facilitated user research of motion preferences to develop product strategy and launch settings on web

Staff Accessibility Engineer at *ServiceNow*   started Aug 2021

Web Platform Accessibility team lead & rep to W3C's Accessibility Guidelines and ARIA working groups
- Stood-up automated accessibility testing in CI using persona based axe rules and AOM snapshot testing
- Built complex, reusable components that are resilient to misuse (charts, comboboxes, trees, etc)
- Integrated accessibility into the SDLC across Product, Design, QE, and Content

Senior Engineer at *Elastic*   started June 2018

Accessibility lead focusing on Kibana and the design system
- Upskilled design and eng orgs with trainings, fostering champions, and self-serve resources
- Defined and developed complex components to meet WCAG guidelines and ARIA specs
- Trained others in screen reader testing (NVDA, JAWS, VoiceOver) and lead ACR/VPAT initiatives

Senior Engineer II at *CrowdStrike*   started Sept 2017

- UX tech lead of parallel, quarterly major initiatives, completing: UI architecture, scoping and estimating, creating timelines, prioritizing tickets, and team mentorship
- Guided technical direction of broader UI team with heavy emphasis on scaling (from 10 to 30+ engineers), accessibility, and component design
- Evolved interview process to reflect modern web development and reduce unconscious bias

Senior UI Engineer at *LinkedIn*

UI Engineer at *LinkedIn*   started June 2015

- Reduced support case volume 25% by migrating a legacy project to a new architecture, normalizing disparate APIs, and fixing user flows for common tasks
- Co-tech lead of a team of ~20 engineers; Set foundation for new projects, including: full test coverage and a mock server (reclaiming ~12 developer-weeks in one quarter)

Front-end Web Developer at *Mindstream Interactive*   started Jan 2014

EDUCATION   Graduated: May 2014

BS in **Management Information Systems** and **CS** minor from *Rochester Institute of Technology*   GPA: *3.2*