



# 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](http://yasonik.com) or [LinkedIn](https://www.linkedin.com/in/myasonik)

### Staff Accessibility Engineer at *ServiceNow*

Aug 2021 – Present

- Dev architect for Web Platform Accessibility team: workings across the org to coach teams
- ServiceNow's rep to both W3C's Accessibility Guidelines and ARIA working groups
- Accessibility testing automation at scale: persona based rules in CI, AOM snapshot testing
- Building complex, reusable components that are resilient to abuse by implementing teams to ensure accessible experiences no matter on their use (charts, comboboxes/typeaheads, trees, etc)
- Working cross functionally with products, design, QE and technical writers to build an SDLC that bakes accessibility into the mechanics instead of tacking it on at the end

### Senior Engineer at *Elastic*

June 2018 – Aug 2021

#### Accessibility lead focusing on Kibana and the design system

- Building a culture of accessibility throughout design and development with trainings, fostering champions, and sharing resources across the organization
- Defining specs and developing complex components to meet WCAG and WAI-ARIA guidelines with a focus on practical and usable accessibility
- Verifying work across the org through code review and (automated and manual) testing in a litany of desktop browser, OS, and screen reader combinations

### Senior Engineer II at *CrowdStrike*

Sept 2017 – June 2018

- UX tech lead of parallel quarterly major initiatives, completing: UI architecture, scoping and estimating work, creating timelines, prioritizing tickets, and team mentorship
- Fostered strong cross-team communication and technical ownership in small teams of UI engineers, leading the team to achieve their quarterly goals
- 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*

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June 2015 – Aug 2017

- 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 standards for new projects, including: full test coverage, BEM, and style documentation and a mock server (reclaiming ~12 developer-weeks in Q4 2016)
- Organized and lead Ember office hours: moderated mob code reviews to help elevate teammates' skills

### Front-end Web Developer at *Mindstream Interactive*

Jan 2014 – June 2015

## EDUCATION

Graduated: May 2014

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

GPA: 3.2