

Grant Keller - Senior Frontend Engineer

High-traffic web editorial | Design systems | Cross-platform desktop apps | Accessibility & performance

Contact Information

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Summary

Senior frontend engineer with 10+ years building React and TypeScript applications end-to-end. Founder and lead engineer of an award-winning desktop AI product. Comfortable owning architecture, UX and execution in 0-to-1 environments. Shipped for high-traffic editorial platforms serving 65M+ users.

Skills

Stack: React, TypeScript/JavaScript, Tailwind, SCSS, semantic markup, Python, C++, Shell

Backend: Node.js, Express/Fastify, SQL/SQLite, REST APIs, Webhooks, WebSockets, GraphQL

Technical Leadership: Cross-org upskilling, standards documentation, proposals/audits, Agile/Scrum

Product & UX: WCAG 2.2 Accessibility compliance, Information Architecture, User research, Figma

Infra & Testing: Playwright, Ghost Inspector, Storybook, Docker, Git, CI/CD, AWS, GCP

AI/ML: Claude Code tooling, local LLM/image inference (CUDA, ROCm, CoreML), OpenAI APIs, RAG

Work Experience

DAVANT SYSTEMS

Lead Software Engineer

January 2024 - Present, Los Angeles CA (Remote)

- Leading product development of a cross-platform desktop application that runs Stable Diffusion AI inference on local hardware with zero dependencies.
- Built React + TypeScript frontend for model control, parameter tuning, and extension management, integrated with the local inference engine.
- Architected TypeScript API layer bridging the React UI to the Python inference engine: IPC, streaming, job queue, persistence.
- SQLite-backed local persistence for user libraries, generation history, and model metadata.
- Awarded Computer Graphics World's Silver Edge "Best of Show" at SIGGRAPH 2023.
- Defined product priorities, architecture and UX in rapid iteration cycles of early-stage development.
- Built portable Python inference runtime (CUDA, ROCm, Metal) packaged for Mac/Windows/Linux.
- Iterated on greenfield application UX via user testing and feedback.
- Partnered with industry-leading engineering teams (AMD, ASUS, Silverdraft) to showcase hardware performance at SIGGRAPH, Adobe MAX, NAB and CES.

ALLEY INTERACTIVE

Senior User Experience Developer

July 2021 - December 2023, Los Angeles CA (Remote)

- Architected component-driven, type-safe Gutenberg blocks and theme components in React and TypeScript, deployed across the New York Post ecosystem (65M+ MAU, 390M+ pageviews).
- Partnered with business stakeholders to identify pain points and define goals.
- Created user personas and journeys, planned holistic IA/UX strategies and implementations.
- Delivered comprehensive Accessibility and Usability reports for WCAG 2.1 compliance.

- Authored internal documentation for code guidelines, component patterns, accessibility standards.
- Collaborated and facilitated all aspects of Scrum sprints.
- Optimized performance and SEO amidst ad-tech constraints on WordPress VIP infrastructure.

Leadership & Mentorship

- Led Alley's Accessibility Community of Practice to standardize inclusive development practices across the org.
- Mentored junior developers, strengthening technical, strategic, and communication skills.

STUDIO III MARKETING

Frontend Web Developer

May 2019 - July 2021, Los Angeles CA (Remote)

- Built custom frontend components for client websites using a DattoCMS-driven architecture.
- Achieved perfect Google PageSpeed scores for in-house framework.
- Led the implementation of high-impact GSAP animations for premium brand positioning.
- Created a CLI tool to batch-process and optimize large image galleries for the web.

KELLER DIGITAL (SELF-EMPLOYED)

WordPress Developer & Solutions Architect

June 2011 - August 2021, Los Angeles CA (Remote)

- Managed full-scope WordPress project lifecycle for government, nonprofit, and commercial clients from discovery through architecture, design, implementation and launch.
- Interfaced directly with organization stakeholders, translating complex requirements into scalable, performant systems that support business goals.

Selected Projects

- **LA Department of Public Health:** Designed MySQL schema and queries powering curricula progress tracking and reporting system for 29,000+ students across 60+ schools.
- **NorCal POCIS:** Membership-based jobs board for 66+ Bay Area schools.
- **Dun & Bradstreet:** Consulted on UX and performance improvements for web properties.

Additional Engineering Projects

- NASA JPL - C++/ESP32 firmware for real-time Deep Space Network telemetry LED visualization.
- NATURAL HISTORY MUSEUM OF LOS ANGELES - Arduino-based light exposure sensor system for monitoring of a rare fish specimen.

Additional Creative Work

2007-2013 - Film & TV director/editor for award-winning documentary, commercial and narrative projects

Education

BFA in Telecommunications, Ball State University

2007 - 2011, Muncie IN | Member: Technical Association of the Graphic Arts

Awards

Regional Emmy 2011 - Editing, Science Documentary | Regional Emmy 2010 - Lighting, Short-form
ADDYs 2012, Best of Show & Gold Award - Editing, Tourism Marketing Campaign