Brad Azevedo

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> Front-end/design engineer with 20 years of experience on a journey spanning from IE6 to AI-assisted development. Specializing in the front of the front-end. Think: responsive UI architecture & development, design systems, and generally *snazzy* UX. Also: I'm an instrument-rated private pilot.

Timeline

Freelance 2025–present
Design Engineer San Francisco

- Full-cycle freelance work: design, build, and launch in Astro, Next.js, React, TypeScript, and Sanity CMS.
- Adopted AI-assisted development (Claude Code) as a copilot, not an autopilot — I guide the architecture and review changes.

Sabbatical 2023–2025

- Recovered from burnout and took some time away from the screen.
- Pursued a lifelong goal to earn my private pilot license, bike from SF to LA, and hiked the Dolomites.

Gusto 2019–2022
Design Systems Engineer San Francisco
~1,000 employees — HR Tech / Fintech

- First engineering hire on Gusto's Design Systems team (and the company's first dedicated front-end hire) tasked initially with a company-wide rebrand and cleanup of years of UI drift from a Bootstrap-style utility library that had grown beyond scale.
- Part of the founding team behind Workbench, Gusto's design system (React, TypeScript, versioned as an internal NPM module, deployed via Buildkite), which grew alongside the team to support roughly 45 designers and 400+ engineers company-wide.
- Owned the extensive Workbench documentation site end-to-end: architecture, the majority of the technical writing, much of the design, and the Gatsby/React/TypeScript build — including Airtable API integrations that surfaced component build status and captured page-

level user feedback. Documentation covered usage guidance, code examples, and accessibility notes per component, plus reference pages for brand primitives: color, typography, iconography, and SVG illustrations.

- Drove adoption through office hours, a Slack channel, and a monthly newsletter.

Jawbone Health 2018–2019
Senior Front-end Engineer San Francisco
~500 employees — Consumer technology

- One of two engineers building the front end for a data-driven wearable-device dashboard (React, Gatsby, Styled Components, Redux).

Jawbone 2012–2018
Senior Front-end Engineer San Francisco
~500 employees — Consumer technology

- Primary front-end engineer for jawbone.com; spearheaded the move to responsive, mobile-first design.
- Introduced SCSS and built an in-house CSS framework — my first step toward design systems.

CBS Interactive 2006–2012
Front-end Engineer San Francisco
1,000+ employees — Media and entertainment

- Front-end engineer on GameSpot, Metacritic, Giant Bomb, and GameFAQs — building CMS-driven templates (PHP, Zend, MooTools) at editorial scale.
- Partnered with a backend engineer to ship GameSpot's first mobile site (PHP, Zend, jQuery, Mustache.js) in the pre-responsive “m-dot” era, years before the term “responsive design” existed.

Projects

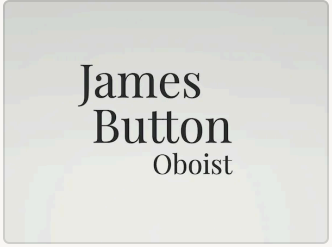
These are some projects I’ve worked on recently.



Workbench: Gusto's internal design system.

React TypeScript Storybook

View: Details



James Button Oboe: A personal website for a classical oboe musician.

Astro Sanity CMS

View: Project | Details



The Beeline: A showcase of road biking routes in San Francisco.

Next.js React Sanity CMS

View: Project | Details



Lindsay Flowers Oboe: A personal website for oboe musician Lindsay Flowers.

Astro Keystatic

View: Project | Details



Tails: A digital library of my personal cocktail collection.

Astro Keystatic

View: Project | Details

Skills

- React
- JavaScript (ES6)
- CSS
- HTML
- Design systems
- Next.js
- Astro
- TypeScript
- Component libraries
- Design tokens
- Accessibility
- Technical writing
- Figma
- UX planning

- Web performance
- Web standards
- Git
- Tailwind
- AI-assisted development (Claude Code)
- UI design
- TPM

Education

San Francisco State University 2006
Bachelor of Arts in Industrial Design (Visual Communication) San Francisco

Private Pilot certificate 2023–2025
Instrument rating, high-performance endorsement

FAA Advanced Ground Instructor 2026

FAA Instrument Ground Instructor 2026

Yoga teacher training 2020
200-hour San Francisco