

Lily Suchipi Skye

JavaScript/TypeScript, Node.js, React.js, DX, and Build System Expert

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OVERVIEW

- **10 years of experience** using TypeScript, Node.js, React, Linux, Docker, Test Frameworks, Build Systems, GitHub, and more to meet the needs of rapidly evolving codebases.
- Former collaborator/co-maintainer of [Babel](#).
- Former core maintainer of the code formatter [Prettier](#).
- Contributor to [Jest](#), [React DevTools](#), and [core-js](#).
- **323 repositories** on GitHub (including 44 private repositories).
- **201 packages** on NPM.

WORK HISTORY

ControlZee, Inc. — Senior Software Engineer FEB 2022 - JULY 2025

Contributed to the browser-based 3D multiplayer game platform dot big bang. Iteratively and sustainably transformed a large ES5 codebase to modern TS/TSX, designed and implemented a versioning system for the user-facing game engine scripting API, and maintained and added features to the user-facing game engine scripting API and code editor. Also set up and evangelized unit testing and end-to-end testing for the application, and made the application flexible enough to allow unit testing in Node.js.

Webflow — Senior Software Engineer OCT 2018 - OCT 2021

Created and maintained internal developer tools used company-wide by engineers, QA, product designers, data analysts, and management to test, deploy, analyze, compile, and iterate on code for the Webflow platform. Additionally, maintained and improved configs and config management for Babel, ESLint, Webpack, Prettier, etc to fit the needs of the entire engineering organization.

Nexia Home Intelligence — Software Engineer MAY 2015 - OCT 2018

Developed full-stack cloud-to-cloud API solutions and a cross-platform hybrid mobile web app for a managed, IoT smart home application. Used Ruby on Rails, JavaScript, React, a custom web-based hybrid mobile app wrapper similar to Phonegap, CSS, Java (for the Android app), Objective-C (for the iOS app), and C# (for the Windows Phone app).

EXPERTISE

JavaScript, TypeScript, HTML, CSS, React.js, Node.js, Babel, Prettier, Webpack, Esbuild, SWC, Rollup, Jest, Cypress, Mocha, Jasmine, Vitest, NPM, Git, GitHub, Linux, Docker, Docker Compose, Puppeteer, Ninja Build, AST/Refactoring, ESLint, Express, Objective-C, Ruby, Ruby on Rails, Lua, C#, Golang

FEATURED PROJECTS

[Hex Engine](#) - A zeroconf TypeScript game engine with a React-like design and custom Webpack Loaders.

[Equivalent Exchange](#) - A flexible JS/TS codemodding and refactoring toolkit, powered by Babel and Recast.

[YavaScript](#) - Write shell scripts in JS/TS and then run them with a 4MB statically-linked program. No installation dependencies (not even Node.js). Powered by my customized fork of QuickJS.

[DTSMD](#) - Generate clean, readable Markdown documentation from TypeScript *.d.ts files.