

Ammon Morris

AI-FIRST FRONTEND LEAD + ENGINEERING MANAGER

EXPERIENCE

FRONT END DIRECTOR (ENGINEERING MANAGER) + LEAD FRONTEND DEVELOPER, BRIEFPOINT

May 2025 - Aug 2026 | San Francisco, California (Remote)

- Led four frontend and test engineers building a React/TypeScript platform for litigation discovery, planned features with designers, product, AI researchers, and attorneys, and wrote code alongside the team.
- Shipped Interrogatory Answers and Find Documents, which use uploaded case files to draft interrogatory answers and pull the responsive documents for each request for production.
- Prototyped the new TipTap response editor the team built on, and shipped request-library selection and editable defined-term pills for propounding.
- Shipped Discovery Playbooks, which surfaces a firm's past objections and responses while drafting so every attorney answers the same way.
- Led the company-wide move to AI-first development with Claude Code (ticket-driven agents, git worktrees, shared skills). We shipped in a week what used to take months, and developers used the extra room for polish that deadlines used to cut.

FRONTEND LEAD + UI DESIGNER, SAASFACTORY

Dec 2024 - Apr 2025 | Sarasota, Florida (Remote)

- Designed a 340B audit tool for hospital pharmacies, working directly with a team of auditors to translate their internal spreadsheet-based workflows into a SaaS product. Distilled a dizzying array of compliance rules into a beautiful, intuitive UI using Figma with shadcn components. Led a team of one backend and one frontend developer to build the app in React and TypeScript.
- As a solo project, designed and built a cross-platform mobile app in React Native that used computer vision to extract products from video stills and match them with products online for quick and easy home inventories. Readied it for distribution in the Apple and Android app stores.

ENGINEERING MANAGER, INTUITION AI

Aug 2022 - Dec 2024 | Sarasota, Florida (Remote)

- Led a team of six engineers on a journey to find product-market fit for a "corporate social media" SaaS solution. Think of it as a private LinkedIn for one company, with robust content moderation.
- Designed the app in Figma, with a focus on ADA compliance, got buy-in from leadership, then oversaw building it in React/TypeScript with a Django backend.
- Developed best practices for code, deployments, ticketing, and infrastructure.
- Fostered a culture of rapid experimentation and personal ownership.

- When Intuition AI dissolved, I moved directly to SaaS Factory - the digital agency (same CEO) that staffed our engineering team.

SR. SOFTWARE ENGINEER, TENSPOOT

Aug 2020 - Aug 2022 | New York, New York (Remote)

- Built a new web app experience on a modern React/TypeScript stack while improving test coverage from zero to 75% as part of the pivot from the “Uber of Fitness” to a video streaming platform (because Covid).
- Implemented REST endpoints and admin interfaces in a Python/Django backend.
- Unified backend and frontend teams with a schema-first development strategy based on a generated OpenAPI schema that compiled to client code, reducing development time and production errors due to mismatched types.
- When TenSpot was restructured into Intuition AI, I was promoted to Engineering Manager and transitioned into that role under new management.

SR. SOFTWARE ENGINEER, SOULCYCLE

Nov 2018 - Aug 2020 | New York, New York (Remote)

- Architected serverless backend systems and REST APIs powering innovative new products like SoulBeat biometrics tracking and the SoulCycle At Home Bike.
- Tangled with queues, Pub/Sub, and streams to deliver stateless distributed systems on AWS (API Gateway, Lambda, SQS, SNS, S3, Kinesis, CloudFormation, CloudWatch, CloudFront, DynamoDB, Step Functions) and GCP written in Node.js and Python.
- Produced compelling microservices architecture diagrams targeted at specific stakeholders that built consensus and decreased time from design to development.
- Built prototype backends for experimental company initiatives I can’t talk about.
- Unshackled a monolithic web app used by thousands of studio staff from the chains of tech debt by embedding a React/Redux/TypeScript app with all the latest tooling.
- Mentored team members on functional programming, test-driven development, and database design.

SR. WEB DEVELOPER, CAINKADE

Oct 2017 - Oct 2018 | New York, New York (Remote)

- Worked with a large integrated team of in-house engineers and consultants at Shaw Communications, a telecom based in Calgary, Canada, to develop an account management and billing app with millions of users. Led trainings on React/Redux development and functional programming principles.
- Maintained and added features to the popular Gaia Roku app using the BrightScript language.
- Added features to the public website and an internal class scheduling app for SoulCycle. After SoulCycle acquired Cainkade, I moved to a direct role on SoulCycle's platform team.

UI ENGINEER, APEX CLEARING

Jun 2015 - Oct 2017 | Portland, Oregon

- Designed and built web apps using AngularJS and React for internal users to elegantly display large data sets from COBOL mainframes.
- Returned hours a day to busy traders and analysts by automating repetitive tasks with Node.js scripts run by cron jobs.
- Introduced UX practices to the product team and conducted user testing that aligned feature development with actual user needs.

LEAD DEVELOPER, WLCR

Jul 2010 - Jun 2015 | Portland, Oregon

- Built dozens of WordPress blogs, widgets, CSS animations, HTML emails, marketing, e-commerce, and ticketing websites and managed Linux-based server infrastructure.

FREELANCE WEB DEVELOPMENT & DESIGN

Aug 2008 - Jul 2010 | Portland, Oregon

- Got my start freelancing. Built WordPress websites and HTML emails for friends, family, small businesses and non-profits.

EDUCATION

- Nielsen Norman Group UX Basic Training Course - Interaction Design & Usability Testing, 2016
- BA, History, Portland State University, 2006

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