

ROBERT ABBY

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SUMMARY

Staff Engineer and Agentic Engineering practitioner seeking roles at the frontier of AI-augmented software development. 15 years of frontend infrastructure expertise — design systems, component libraries, platform scaling — now applied to building the tooling and governance layers that make agentic workflows reliable. Specialized in React, TypeScript, system design, and agentic engineering infrastructure.

EXPERIENCE

Principal Engineer

Sherpa Consulting

March 2024 - Present, Bellingham, WA

- Building infrastructure for Human+AI collaborative development and Agentic Engineering — a multi-agent dispatch system, initiative lifecycle engine, and knowledge management platform.
- Designed and implemented Sherpa Studio — an AI-native development operations platform featuring a real-time dashboard with SSE event streaming, MCP server, multi-backend task dispatch pipeline (9 agent backends), and a knowledge engine with BM25 full-text search across all project artifacts.
- Architected a behavioral governance system encoding agent role definitions, initiative lifecycle conventions, and quality gates — enabling reliable auditable AI-agent collaboration.
- Built a multi-agent production environment: an always-on VPS-based agent handling overnight research, code review, and content generation cycles; and an interactive Claude Code session for rapid development — both operating against the same codebase with isolated responsibilities and a shared dispatch queue.
- Established a Human+AI engineering methodology — worktree isolation, structured review gates, judge/worker/planner role separation, and provenance tracking.
- Deployed full production infrastructure on Hetzner VPS: Docker containerization, Tailscale networking, CI/CD via GitHub, and Vercel preview deployments — with agent memory across Telegram, CLI, and dispatch channels.

Independent Engineer

WavePoint

January 2026 - Present, Bellingham, WA

intelligence-native astrology platform

- Built an intelligence-native astrology platform shipping a Next.js 16 web application and native Apple apps (iOS, iPadOS, macOS, watchOS) via Swift/SwiftUI within a unified monorepo architecture.
- Delivered 450+ commits across the monorepo in 9 weeks by designing a purpose-built AI operating model with 44 governance rules, worktree isolation, and structured review gates - the seed which became Sherpa Studio.
- Architected a shared TypeScript package ecosystem and Swift computation engine (111 astronomical primitives) powering real-time celestial calculations across all platform surfaces.
- Designed and implemented the "Modern Mystic" cross-platform design system ensuring visual and interaction consistency from web through native Apple experiences.
- Integrated full production infrastructure including Stripe payments (sandboxed), Supabase authentication, and Brevo CRM.

IT Manager & Technology Strategist

VIMSIA

March 2025 - November 2025, St Thomas, VI

- Overseeing all aspects of IT infrastructure, including network management, hardware and software procurement, and system maintenance to ensure optimal performance and security with a network uptime of 98%.
- Explored the intersection of AI and education, engaging with administration on strategies for technology integration in educational settings.
- Providing technical support and training to faculty and staff, enhancing effective utilization of technology in educational settings and reducing support requests by 20%.

Staff Engineer

PartySlate

December 2018 - February 2024, Chicago, IL

- Supported growth at PartySlate (B2C), a dual-sided marketplace platform, from a 12-person early-stage startup to a +50-employee Series-B company while averaging 258.33% revenue growth year-over-year.
- Spearheaded 10+ large-scale features in a React frontend and Ruby on Rails backend from requirements phase through agile development and cross-functional definition process, resulting in a 25% increase in user engagement year-over-year.
- Led the rewrite of Find Venues Page, the most impactful page on the website, to provide an interactive Map-view and redesigned search results, leading to a 150% increase in Venue inquiries.
- Mentored fellow engineers via code-reviews, pair programming and lunch-and-learns fostering a positive and collaborative environment.
- Optimized code quality across teams by integrating ESLint and Prettier into CI pipelines, reducing code review defects by 40% and ensuring consistent React/GraphQL standards.

- Expanded UI Components library by developing 25+ reusable modules with Ant Design, streamlining cross-team collaboration and reducing feature rollout cycle by 40% over a 12-month period using Rollup.js and Storybook.

Senior UX Engineer

project44

June 2018 – December 2018, Chicago, IL

- Collaborated within the Product Experience team at project44 (B2B) defining and developing processes and features for project44's new User Interface products, sitting atop existing API based solutions.
- Implemented Here Maps API to build interactive map-based interfaces.
- Implementing features into a React/Redux codebase within tight timelines and scope using development best-practices (Jest, Enzyme, ES6, SCSS w/BEM).
- Led the creation of a living style guide and UI component library with Ant Design & Rollup.js.
- Built live-code prototypes and deployed to AWS (S3) for gathering feedback and testing new features.

Senior UI/UX & Product Developer

SAVO

April 2013 – June 2018, Chicago, IL

- At SAVO (B2B) collaborated within Agile and Lean UX methodologies taking projects from discovery to implementation.
- Led the spinout of an autonomous UI/UX team that adopted a user-centered process, conducting 50+ User Research sessions, Usability Interviews, and Design Workshops, resulting in a 30% increase in user satisfaction.
- Contributed to the production of a holistic Design Language and Living Design System, resulting in a 20% improvement in developer productivity.
- Established the SAVO Front-End Guild, a bi-weekly meeting for all developers that covered Front-end development basics, best practices, and industry trends.

Web Developer

Web2Carz

November 2011 – March 2013, Highland Park, IL

- At Web2Carz (B2C) collaborated with stakeholders and designers to implement new car viewing galleries, contact forms, article layouts, resulting in a 20% improvement in revenue, a 15% decrease in bounce rate, and a 25% increase in conversion.
- Developed a revamped, standalone mobile web application adopting cutting-edge industry standards (jQuery), leading to a 20% increase in revenue.
- Implemented git for version control and a formal deployment process to reduce bugs and increase uptime of the site.

SKILLS

Languages & Frameworks: JavaScript, React, Next, TypeScript, React Testing Library, Jest, Enzyme, Cypress, TanStack Query, Apollo Client, SWR, Zustand, Zod, Mobx, Webpack, Vite, SWC, Chakra UI, Ant Design, Tailwind CSS, Framer Motion, ESLint, Prettier, a11y, Node.js, Ruby on Rails, Python

Platforms, Tools & AI: Claude Code, OpenClaw, LM Studio, OpenCode, Codex, AWS (ECR, ECS, S3, CloudWatch, Route 53, etc.), Docker, Figma, Git & GitHub, CI/CD, VS Code, Vercel

Leadership: Coaching, Mentorship, Agile, Pair Programming, Code Reviews, Cross-functional Collaboration, Team Building, Technical Writing, Knowledge Sharing

CERTIFICATIONS

Designing & Building AI Products & Services

MIT XPRO • 2024

Certified Scrum Product Owner

Scrum Alliance • 2017

Tony Robbins Mastery University

Tony Robbins • 2016

EDUCATION

Business Administration Studies

American Intercontinental University Online • Schaumburg, IL • 2005
