Sasha Bajzek, CPACC

Delivering Accessible, Intuitive, Pixel-Perfect UI/UX

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Profile

I am a UI and frontend engineer with deep expertise in accessibility and inclusive design, working across product, design, and engineering to drive scalable, high-quality user experiences through close collaboration and technical leadership. I specialize in UI architecture, design partnership, and elevating teams through mentorship, accessibility advocacy, and thoughtful technical direction.

Technical Skills

- **React**
- **WCAG / ARIA**
- **Jest / RTL**
- **Design Systems**

Languages

- **HTML** ●●●●●
- **CSS / SCSS** ●●●●●
- **JavaScript** ●●●●●
- **TypeScript** ●●●●○

Education

Certified Professional in Accessibility Core Competencies (CPACC)
IAAP | 2023

Master of Science, Civil Engineering
Virginia Tech | 2013

Bachelor of Science, Civil Engineering
Illinois Institute of Technology | 2011

Professional Experience

Senior Frontend Engineer
SoFi Financial Services, San Francisco, CA (Hybrid)
June 2025 – Present

- I served as the dedicated embedded frontend engineer for the marketing organization, owning UI architecture and partnering with a sister engineering team to enable and deliver scalable React components, CSS architecture, animation, accessibility strategy, and rapid prototyping across multiple growth initiatives.
- I partnered closely with design leadership, shaping UX direction and providing accessibility and interaction design guidance to ensure scalable, inclusive experiences across all logged-out surfaces.
- I drove a ~50% reduction in total blocking time caused by AudioEye scripts by identifying and fixing underlying implementation issues and raised the organization's accessibility maturity by educating web producers and engineers on sustainable accessibility practices.
- I led multiple brand modernization initiatives including updating all logged-out pages to a new rounded-corner visual language and re-architecting the registration flow UI to align with evolving SoFi branding and establish reusable templates for future registration experiences.
- I led the frontend development for the Galileo co-branded debit card program, partnering with design to create scalable, theme-able landing page templates that support rapid partner onboarding while preserving brand consistency.

Senior Design System Engineer II & Tech Lead
Parachute Health, Alameda, CA (Remote)
May 2024 – February 2025

- As the tech lead for the design system, I set the strategic direction by prioritizing and aligning component development with product needs. I drove quarterly planning, ensuring we balanced short-term wins with long-term scalability while advocating for customer needs. I led cross-functional collaboration by facilitating sprint planning, backlog prioritization, and roadmap alignment across engineering and design.
- I championed product thinking, leading component discovery with detailed API proposals and early stakeholder buy-in. I built scalable, well-tested components with a focus on accessibility and usability.
- I mentored 5 engineers, improving frontend and accessibility expertise across teams. I created educational resources on frontend and accessibility, presented during all-hands, and taught workshops.

Senior UX Engineer
Faire, San Francisco, CA (Remote)
July 2022 – January 2024

- As Faire's accessibility expert, I empowered 110+ engineers and designers to create inclusive experiences by presenting accessibility demonstrations at all-hands meetings, creating how-to guides for keyboard and VoiceOver navigation, supporting people with design and PR reviews, and collaborating with designers to create acceptance criteria to ensure accessibility in products.
- I elevated the Design System's quality by creating new React components that solved critical accessibility bugs in over 9,357 components, and fixing existing components used 228,914 times.
- I partnered with design and product teams to embed accessibility and usability standards into core workflows, raising the overall quality and consistency of Faire's UI.

Software Engineer
Apple, Cupertino, CA (Remote)
June 2020 - July 2022

- I led the UI engineering for two significant projects at iCloud: the FaceTime web application and the iCloud homepage redesign. I took an accessibility-first approach to these React/Typescript projects, bringing our accessibility QA expert in at the design phase, mentoring engineers, writing acceptance criteria, and testing strategies to ensure accessibility. As a result, these projects became iCloud's most accessible apps.
- I established cross-discipline collaboration between previously siloed engineering, design, and QA teammates. I led weekly syncs that created a responsive feedback loop, ensuring on-time delivery despite evolving project requirements.
- I helped engineers across the org improve the accessibility of their apps including Apple Wallet, Photos, and iCloud's Design System.

Software Engineer
Invitae, San Francisco, CA
December 2018 - June 2020

- As a member of the dev standards team, I helped create Invitae's first design system, building accessibility-first React components.
- I built a new physician ordering form and cart that simplified the user experience, reducing cognitive load and increasing usability.
- I evangelized designers and product managers on the importance of accessibility and how to ensure WCAG compliance.

Structural Engineer
Parsons, San Francisco, CA
June 2014 - July 2018

- I designed and analyzed bridges for California High-Speed Rail and Honolulu Guideway, ensuring safety, reliability, and efficiency.