

# Nick Dunkman



San Francisco, CA, USA



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NickDunkman

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Staff fullstack engineer • Frontend-leaning • Typescript • React • Python

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## Summary

For nearly 20 years, I've worked at startups in various industries, and have been fortunate to work with and learn from many incredibly talented people. I'm passionate about frontend work and design systems, and I *treasure* good design—designers love collaborating with me because I have an eye for visual detail and a perfectionist streak, and I'm fun to work with. I challenge assumptions and think from first principles, and I've had company-wide impact for many years, due to my strong social/emotional intelligence, empathy, communication skills, and the effort I put into building relationships.

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## Education

2002–2006 Wake Forest University • Winston-Salem, NC • BS in computer science

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## Work experience

2007–2009 CollegeHumor / BustedTees / Vimeo • New York, NY • Senior fullstack engineer

I fell in love with startup life here, built features, internal tools, and contributed to the framework for these three products which served millions of visitors/day on a LAMP stack + minimal resources. A great opportunity to learn to get creative optimizing all layers of the stack!

2009–2014 RentJuice → Zillow • San Francisco, CA • Lead fullstack engineer

I joined Rentjuice as the first engineer, focused primarily on backend, and was lead architect of both our user-facing application and internal tools, built with PHP, Memcached, MySQL, and Elasticsearch. I created an asynchronous task queue with an admin UI from scratch. Zillow acquired us and placed me in charge of rebuilding another acquired product to be their primary mechanism of intaking rental listings.

2014–2024 Amino Health • San Francisco, CA • Staff fullstack engineer & director of engineering

I joined Amino as employee #4, evolved into a frontend-leanner to fill a gap, and was the sole application engineer of the initial product we took to market. The application ran on **AWS**, and began with a **Python (Flask)** backend and jQuery/nunjucks/**SASS** frontend. Our data lived in **Elasticsearch** and **Postgres**. As our team, product, and user-base grew, we migrated the frontend from jQuery to **React**, from Flow to **Typescript**, and optimized with **Redis**. We also built a (precursive to) Tailwind-esque design system + component library, of which I was the primary engineering architect and maintainer, while also leading many of the more complex features of our user-facing application.

I mentored several fullstack engineers, including one who grew from bootcamp-level to a staff fullstack engineer. To help fill another gap, I took a detour into management, including two years as the director of engineering. As the "right hand" to the CTO, I scaled up our recruiting processes and hired many great engineers, overhauled our SDLC and documentation system, designed and administered our performance review cycles, manager training, team reorgs, and ran engineering staff meetings. Ultimately, I learned I'm happier as an IC, and spent my last few years at Amino building new features and improving our design system. Amino was acquired by CapitalRX in 2025.

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## Philosophy

- Blame systems, not people
- Practice radical candor
- Build fewer things, better
- Delight and aesthetics are important
- Utility and accessibility are more important
- Stay monolithic as long as possible
- Democratization > best tool for the job
- Prioritize solving unknowns
- (Some) technical debt is a necessity