

Marcus Thomas

Design Engineer · React / TypeScript / Next.js · AI Agent Workflows (MCP)

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Summary

Design engineer with a UX research foundation (Michigan MSI) who ships production React, TypeScript, and Next.js, and builds AI tooling on top of it, including Model Context Protocol (MCP) servers, Claude agent workflows, and deployment automation. Enterprise UX background at Consumers Energy and Little Caesars Enterprise, plus independent product work taking ideas from Figma to deployed code.

Experience

Client Success Engineer — Front-End Builder, Online Access (PagePilot) – Remote Dec 2025 – present

- Point of contact for clients after launch: scope the request, build the front-end work, ship it to their live production site.
- Maintain performance, accessibility, and design consistency across a portfolio of live client sites.
- Sit between clients and the product team, turning vague asks into concrete specs engineering can act on.

Design Engineer, Thomas Publishing House (independent) – Port Huron, MI Dec 2023 – present

- Design and build web apps end to end, from research and Figma prototypes through deployed React, TypeScript, and Next.js interfaces.
- Built tph-deploy, a Model Context Protocol (MCP) server and CLI that deploys a static site with pre-deploy backup, Cloudflare cache purge, and one-command rollback. Replaced a manual FTP routine.
- Published finance-mcp-server (open source, MIT): 15 MCP tools over a local SQLite store, analytics core kept separate from protocol and storage layers.
- Built a job-discovery pipeline scanning ~4,900 postings daily across ~35 public ATS boards, deduped into SQLite and scored against an editable rubric. Stdlib Python, no recurring cost.
- Client integrations include Stripe, PayPal, and Mailchimp; sites built to WCAG 2.1 with SEO and performance passes.

UX Designer, Little Caesars Enterprise (Ilitch Holdings) – Detroit, MI July 2023 – Dec 2023

- Led UX for the fundraising platform redesign, using A/B tests and user-feedback analysis to simplify the fundraising flow.
- Designed UX for the Red Wings players app and ran qualitative and quantitative user testing on the ordering system.

UX Designer, Consumers Energy – Jackson, MI Jan 2023 – Apr 2023

- Designed a GIS-based utility-planning application, shaped by user interviews and card-sorting studies.
- Built Figma design systems and reusable component libraries structured for React implementation.

UX Research & Consulting, Public-sector, nonprofit & startup clients – Michigan Sept 2019 – Apr 2022

- User research, prototyping, and front-end work for Michigan Rehabilitation Services, T2 Consulting, and others: contextual inquiry, personas, usability testing, and accessible HTML/CSS/React interfaces.

Skills

Engineering: React, TypeScript, Next.js, JavaScript, HTML/CSS, Python, C#, SQL, Git

AI & Automation: Model Context Protocol (MCP) servers, Claude agent workflows, LLM tool/function calling, deployment automation, API integration

Design: Figma, design systems, prototyping, user research, usability and A/B testing, WCAG 2.1 accessibility

Tools: Adobe Creative Suite, WordPress, Google Analytics, Miro

Education

University of Michigan, MS in Information — UX Design & Research – Ann Arbor, MI Aug 2020 – May 2022

Michigan State University, BA in Media & Information — Computer Programming & Interactive Media – East Lansing, MI Aug 2015 – May 2019