

# Juan Patten

*A creative problem solver with good taste and a soft spot for the human side of computing*

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## Summary

I'm a driven, innovative creator with deep computer science knowledge, experience in a variety of languages and paradigms, a passion for UI details, a knack for rapid prototyping, and a proven ability to turn ideas into finished products that accomplish strategic business objectives while empowering and delighting users.

I'm also a thoughtful leader who builds cross-functional, high-agency teams that do work they're proud of. I enjoy mentoring and nurturing talent, especially from non-software backgrounds. I'm a believer that the best technologists are – first and foremost – well-rounded, diverse, curious, empathetic human beings.

## Experience

### Founder, Designer, Developer • Everyday Games • 2023–Present

I set out to explore the possibility of creating a mobile game that's ethical & tasteful, yet fun & highly profitable.

The result is Tenet — [everyday.games/tenet](https://everyday.games/tenet) — a relaxing but stimulating puzzle with an elegant design, deep gameplay, and strong monetization potential. I'm the sole developer, responsible for:

- Game design, UI implementation, low-level performance engineering using native iOS frameworks
- Authoring tools and a content-management system built directly into the app
- Everyday Games branding and website design

Tech: Swift, UIKit, SwiftUI, CoreAnimation, CloudKit, Python, HTML, CSS

### Independent Research • 2020–2023

For the past few years, I've been doing R&D for a next-generation graphic design tool, during which I've...

- Designed and implemented a novel, highly performant Reactive Dataflow engine in C++
- Studied computer-aided design (CAD) tools across a variety of disciplines including 3D graphics, game development, solid modeling, architecture, video/VFX, and desktop publishing
- Used and extended high-performance, cross-platform GUI and vector graphics kernels in C++
- Designed and implemented a scripting language in C

Along the way, I've also developed a number of smaller tools such as... *(more at [juanpatten.com](https://juanpatten.com))*

- A text templating engine — [github.com/jrpat/hoot](https://github.com/jrpat/hoot)
- A calculator sketchpad — [jsjot.pages.dev](https://jsjot.pages.dev) — [github.com/jrpat/jsjot](https://github.com/jrpat/jsjot)
- A PDF creation playground — [pdfbbq.com](https://pdfbbq.com) — [github.com/jrpat/pdfbbq](https://github.com/jrpat/pdfbbq)
- Possibly the world's fastest unicode browser — [brunicode.com](https://brunicode.com) — [github.com/jrpat/bruni](https://github.com/jrpat/bruni)

*Ask me about that time I built a crossword game engine in pure SQL*

Tech: C++, C, Lua, Shell, SQL, Tcl, SQLite, HTML, CSS, JavaScript

### Founder, CEO • Rafflecopter.com • 2011–Present

- Bootstrapped from an idea on a napkin to a product with thousands of paying customers in 30 months
- Grew to a company with a dozen employees and nearly \$3M ARR 2 years later, never taking outside funding
- Recruited and managed an incredibly talented team of engineers and designers
- Headed product design & strategy, UI design, system architecture
- Lead the design and implementation of the back-end distributed system supporting 10M+ impressions per day, handling at peak 100K+ concurrent users and thousands of submissions per second
- Developed cutting-edge third-party JavaScript techniques, an advanced CSS theming system, and more...

*Ask me about our next-gen platform which we worked on for almost 2 years, but never launched*

Tech: JavaScript, Python, HTML, CSS, Sass, Clojure, Typescript, React, MongoDB, Redis, Node.js, Django, AWS

## Early Career

### Web Designer • A Small Orange Web Design • 2009–2011

- Designed and implemented web sites and progressive web apps for a number of clients using HTML, CSS, and JavaScript.

### Co-Op Intern • National Security Agency • 2006-2008

- Recruited and hired as a college freshman
- Obtained and kept a Top Secret security clearance
- Performed 4 “tours of duty”, alternating semesters from summer 2006 through summer 2008
- Worked closely with civilians and soldiers from all branches of the military to provide meaningful, direct support to US initiatives
- Designed and implemented several small tools that are still used every day by thousands of agency personnel

*Unfortunately, I'm unable to discuss details about my work*

## Education

### BS in Computer Science • Georgia Institute of Technology • 2005–2010

- 3.9 GPA, 4.0 Major GPA, graduated Summa Cum Laude
- Specialized in Graphics and Artificial Intelligence

## Skills

**Languages:** JavaScript, HTML, CSS, Swift, C/C++, Python, Typescript, SQL, Clojure, Shell, Sass, Lua, Tcl, PHP, Emacs Lisp, Vimscript, ...*more...*

**Technologies:** React, SwiftUI, UIKit, Linux, MongoDB, Redis, PostgreSQL, SQLite, Node.js, Express, Django, REST, AWS, ...*many more...*

**Tools:** Git, Sketch, Figma, Xcode, Emacs, Vim, Make, Visual Studio Code, LLDB, Houdini, Maya, ...*many more...*

**Soft Skills:** Conscientious team member, thoughtful mentor, exceptional prioritizer, thrives under pressure, skilled at juggling the concerns of multiple disciplines and levels of detail