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 tasteful & ethical, yet fun & highly profitable.

The result is Tenet — 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)*

- A text templating engine — github.com/jrpat/hoot
- A calculator sketchpad — jsjot.pages.dev – github.com/jrpat/jsjot
- A PDF creation playground — pdfbbq.com – github.com/jrpat/pdfbbq
- Possibly the world's fastest unicode browser — brunicode.com – 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