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 Swift as a C++ replacement, and to create a fun, tastefully-designed game that everyone can play. The result is Tenet — everyday.games/tenet — a surprisingly deep game built around a delightful, simple core. I'm the sole developer and designer, responsible for:

- UI design that's tastefully unique yet perfectly at home on iOS, implemented using UIKit and SwiftUI
- Performance optimization using LLDB and Instruments, Persistence layer using CloudKit and CoreData
- Authoring tools and a localized content management/publishing system built directly into the app
- Gameplay and puzzle design, branding and website design

Tech: Swift, UIKit, SwiftUI, CoreAnimation, CoreData, CloudKit, LLDB, 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 multithreaded, high-performance Reactive Dataflow engine in C++
- Implemented foundational C++ frameworks, including a full-featured structured concurrency library, a DOM-like hierarchical scene tree, custom data structures, generic copy-on-write pointers, and more
- Designed and implemented a Tcl-like scripting language in C with some interesting internals like an insertion order-preserving Robin Hood hash map, and an extensible type system
- Deeply studied computer-aided design (CAD) tools & paradigms across a wide variety of disciplines

I also enjoy building small but useful tools such as…   *(more at **juanpatten.com**)*

- A powerful, elegant text templating engine — github.com/jrpat/hoot
- A handy calculator sketchpad — jsjot.pages.dev – github.com/jrpat/jsjot
- 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, SQL, Shell, Lua, SQLite, Tcl, HTML, CSS, JavaScript, Make

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, and system architecture
- Lead the design and implementation of the back-end distributed system serving 10M+ impressions per day, handling at peak 100K+ concurrent users and tens of thousands of submissions per second
- Designed and optimized a MongoDB schema that performantly handles over a terabyte of production data

Tech: JavaScript, Python, Clojure, TypeScript, React, HTML, CSS, MongoDB, Redis, Node.js, Django, AWS, REST API Design

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 PHP, 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 Computer Graphics and Artificial Intelligence
- Studied planning graphs under Merrick Furst as a freshman

Tech Skills

I'm able to use all of the following at a professional level in a production environment.

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, Emacs, Vim, Xcode, Make, LLDB, Visual Studio Code, Houdini, Maya, *…many more…*

Soft Skills

I'm extremely detail-oriented without losing sight of the big picture. I'm a conscientious team member, thoughtful mentor, effective communicator, and exceptional prioritizer. I thrive under pressure, and am skilled at balancing the concerns of multiple disciplines, stakeholders, and scopes of concern.