

Justin Fuller

Staff Software Engineer | The New York Times

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EXPERIENCE

The New York Times — Staff Software Engineer

August 2022 - Present

Architected and launched a platform to control our most business-critical tech: the paywall (and many other messaging components). Enabling teams to work with unprecedented speed and reliability; enabling advanced commercial messaging targeting with machine learning.

Mentored Senior and Tech Lead engineers on leadership, technical excellence, and career growth.

Co-organizer of the Go Community of Practice, helping hundreds of engineers learn and improve their Go programming skills through cross-team code review, language standards, and tutorials.

Pioneered “Platforms as Education” as a way to provide capabilities and increase the productivity of contributing engineers at the same time.

The New York Times — Tech Lead August 2021 - August 2022

Identified the need for, architected, and implemented an API that saves user interactions, enabling the launch of dozens of features that were not possible before this system.

Pioneered (at NYT) “End to End Platforms” by providing both the API and integrations needed to successfully use it, significantly increasing the adoption rate of a new system.

The New York Times — Senior Software Engineer 2020 - 2021

Architected and implemented the Subscriber Gift Articles API and feature, resulting in ~10% increase in article shares by subscribers.

Reviewed many RFCs as a member of the Architecture Review Board.

The New York Times — Software Engineer 2019 - 2020

Bank Of America — Lead Software Engineer 2019

Bank Of America — Senior Software Engineer 2017 - 2018

FIS Global — UX Engineer 2016 - 2017

SignUpGenius — Full Stack Developer 2015 - 2016

SKILLS

Languages (Highly Skilled) Go, JavaScript and Typescript (Node.js and web). (Comfortable) Java, C++. (Used) C, Python, Ruby

Tools: AWS, GCP, Kubernetes, Docker, Terraform, Vault, Drone, Jenkins, NoSQL and Relational SQL, React, Node.js, CDNs (Fastly)

Concepts: Architecture design, distributed systems, microservices, caching, database design, API design and development, object-oriented principles

Testing: I am a proponent of test-driven development. I practice TDD on all code that I write. I write integration and end-to-end tests to ensure my code works for real users. I rely on automated testing instead of manual testing.

Projects

Please take some time to view my projects: github.com/JustinDFuller. They will show you that I write tested, documented, and designed code.

Ex: [go-multierror](#)

Writing

Want to learn more about me? Read my posts at justindfuller.com. I write about development philosophies and what I am learning.

Ex: [Self-Documenting Code](#)