Justin Hoyt

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Skills

• Experienced languages: Python, Java, and Javascript.

- Partially experienced languages: TypeScript, Ruby, C++, C#, and SQL.
- Frameworks: Spring Boot, Rails, Laravel, React, and Angular.
- Development tooling: Docker, Git, and Jenkins.

Experience

Software Engineer Advisor at Pathrise | San Francisco, CA (Remote)

Feb 2019 - Present

Github: Github.com/JustinHoyt

- Working as a technical and behavioral advisor at a career accelerator focused on helping Software Engineers bootstrap their careers in various industries.
- Mentoring students with technical interviews, behavioral interviews, and resume writing.
- Leading algorithms and data structures workshops, pair programming workshops, and interview reflection sessions.

Software Engineer in Autonomous Vehicle LLC at Ford Labs | Dearborn, MI

Jan 2020 - Present

- Working at a project startup incubator that proves or disproves the viability of new products. We rapidly develop and scale
 products to transition back to their home organization in the enterprise.
- Developed the new Ford and Lincoln owner's help page, help.ford.com, with human-centric design and written at scale to meet our millions of monthly users on ford.com.
- Integrated single sign-on experience with our application to pull user's VINs automatically to check for Sync updates and information on recalls.
- Leveraged Gatsby is to generate, cache, and prefetch static webpages and to integrate with Netlify, our CMS.

Software Engineer in Mobility Research Department at Ford | Dearborn, MI

Jan 2019 - Dec 2019

- Worked on near term research into contextual AI and a new containerized platform for computation in vehicles.
- Worked with an undisclosed partner integrating a proprietary sensor to detect hidden codes in signs and city infrastructure to be read by the vehicle. These messages can relay live traffic and worksite information to the vehicle along with being able to stream images, audio, and text to the entertainment system for a more immersive experience when driving in a city.
- Delivered successful live vehicle demo to executives in a track with hidden codes at various locations throughout the ride.
- Worked with a different undisclosed partner to make an in-vehicle expandable computational platform for future autonomous vehicles.
- Designed and lead the technical interview process that resulted in three hires across three teams in Ford Mobility.

Software Engineer in the Fintech Department at Ford Credit | Dearborn, MI

Jun 2017 - Dec 2018

- Worked on My Next Vehicle (MNV), a service that uses machine learning to provide their next vehicle recommendations intelligently. I also developed on the Personal Lifetime Communications (PLC) product, a web-app that provides relevant contract information and experiences to easily renew a lease or buy a new Ford or Lincoln.
- Designed and implemented vehicle upgrade recommendations, pre-approvals, and estimated monthly payments on MNV, resulting in a click-through rate 850% higher than the industry average.
- Expanded PLC to include Lincoln customers and retail finance customers, doubling our monthly visitors to over 100,000.
- Designed and lead the technical interview process that resulted in eight hires across three teams in Ford Credit.

Co-op DevOps Engineer at Oplogic | Clawson, MI

Jan 2016 - Feb 2017

- Worked on a car dealer CRM product as the first DevOps Engineer to increase developer efficacy and reduce defects.
- Enabled the automation of builds by implementing Gradle as the company's first-ever build tool.
- Created a consistent development environment with Vagrant that closely matched the production environment.
- Migrated version control system from CVS to Git, then created a branching strategy and workflow for the team.
- Designed continuous integration and deployment to automate builds and releases using Jenkins.

Education

University of Michigan - Dearborn

Graduated April 2017

■ B.S. in Computer and Information Science, Major in Computer Science

3.88 GPA | High Distinction