

David Justice
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Work Experience

- **Freelance Development** Portland, Oregon
Software Engineer *March 2014 - Present*
 - Led multiple teams in engineering fresh and legacy projects.
 - Implemented an interactive SVG interface representative of complex medical data.
- **Quick Left** Portland, OR
Software Engineer *January 2014 - February 2014*
 - Assisted in the onboarding of Quick Left engineers in the the Sprint.ly project after the merger.
- **Sprint.ly** Portland, OR
Software Engineer *January 2013 - January 2014*
 - Implemented the popular list view.
 - Improved Test Coverage from below 1 percent up to well over 50 percent.
 - Managed major refactors of the Front End.
 - Made large performance improvements in rendering on the front end.
- **Glider** Portland, OR
Software Engineer *January 2013 - March 2013*
 - Worked on a small team to rapidly build out an alpha release for TechCrunch Disrupt
 - Helped to stabilize product.
 - Assisted in finding full-time employees to carry on development.
 - Implemented interactive signing of documents with canvas API
 - Acquired one year later by FPX
- **Tixie** Portland, OR
Front End Developer *September 2012 - January 2013*
 - Implement full site redesign.
- **Outthink Group** Lynchburg, VA
Web Developer *September 2011 - 2012*
 - Build multiple sites for self-published authors using Wordpress.

Open Source Projects

- **Meta-staseis** *started 2014*
<http://edit.cassettetap.es>
 - Editing Audio Files in a Browser
 - Client Side manipulation of audio data in a web worker.
 - Supports Copy, Cut, Paste, reverse, merging
 - Exporting as a WAV file

- **NPR Streams**
<http://npr-streams.com> *started 2014*
 - Parsing of 22,000 line xml file of all npr stations.
 - Created easy to navigate and fully documented API
- **4minutesand33seconds**
<http://4minutesand33seconds.com> *started 2014*
 - Recording and real-time audio visualization in browser with WebAudio and WebWorkerAPI.
 - Bulk uploads to Amazon s3.
- **Revisit.link**
<http://revisit.link> *2014*
 - Project for mapping together microservices for image manipulation.
 - Collaborated with the creator of chat.meatspac.es and Big Boring System.
- **Small Modules on NPM**
<https://www.npmjs.com/~meandave> *2012 - current*
 - general utilities
 - Command Line utilities
 - Canvas API Helpers
 - WebAudio API Libraries
 - Developer Tools

Skills

Languages: JavaScript, L^AT_EX, C/C++, Markdown

Operating Systems: Linux, UNIX, MacOSX, Windows

Applications: GIMP & Photoshop, GNU Plot, L^AT_EX, InDesign, Emacs, Illustrator, InkScape, Audacity

Miscellaneous: strong verbal and written communication skills, excellent troubleshooting and debugging skills, exceptional problem solving skills, good teams skills

Interests

Computers: Maintain a plethora of open source packages, mostly on packages published to NPM.
 Highly proficient in Linux and other UNIX derived systems. Studying Digital Signal Processing.

Musical: ♪ Playing piano & creating instruments. Running a small independent cassette label.

Musical continued: ♪ Running a small independent cassette label.

Outdoors: Bicycles, camping, traveling.

Other: Reading about philosophy, mathematics, music theory, history of computing.

Presentations & Workshops

- **PDXNode Meetup Group** Portland, Oregon
Organizer/Presenter *2013 - Present*
 - Multiple Lightning Talks on small modules
 - Presentation on Web Audio API
- **NodeSchool Workshops** Portland, Oregon
Organizer *2013 - Present*
 - Assisted with many of the nodeschool.io workshops
- **CascadiaJS Conference** Portland, Oregon
Organizer *2014*
 - Managing talk recordings, planning, accomodating speakers.
- **JSConf US** Amelia Island, Florida
Volunteer *2014*
 - Helped with ticketing, setup/teardown, accomodating speakers.