

# Jonathan Azoff

A Start-Up Engineer

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## Authors open-sourced code.

### OverScroll | An iOS scrolling emulator for jQuery

A jQuery plugin that attempts to recreate the iOS scrolling experience entirely in JavaScript. It is completely reverse-engineered and my most popular plug-in.

 [github.com/azoff/overscroll](https://github.com/azoff/overscroll)  
 [azoffdesign.com/overscroll](https://azoffdesign.com/overscroll)

### The HTML5 Piano | A piano that runs in your browser

A small piano completely written in JavaScript. It leverages the HTML5 Canvas and Audio APIs to deliver a piano to the browser without the need for external plug-ins.

 [github.com/azoff/html5piano](https://github.com/azoff/html5piano)  
 [azoffdesign.com/piano](https://azoffdesign.com/piano)

And much more...  [azoffdesign.com](https://azoffdesign.com)  [github.com/azoff](https://github.com/azoff)




## Generates value, across industries.

\* full list of positions available upon request.

### RentJuice | Senior Software Engineer

Personally architected and delivered end-to-end, consumer-facing products such as the “common” application and Facebook integration. Created the internal continuous integration system, and manages the Quality Assurance team. Direct role in product development and internal standards. Transitioned through **purchase by Zillow Inc.**

March 2011 - Present

 Rental Marketing  
 San Francisco, CA  
 [rentjuice.com](https://rentjuice.com)

### Playdom | Software Engineer

Architect behind the studio-wide application container for social games. Central role in developing network agnostic APIs, allowing game teams to focus on gaming logic versus social idiosyncrasies. Transitioned through company **purchase by the Walt Disney Company.**



January 2010 - March 2011

 Social Gaming  
 San Francisco, CA  
 [playdom.com](https://playdom.com)

### Pixelpipe | Software Engineer

Lead designer and engineer behind the desktop user-interface and the WebOS (mobile) client. Also in charge of creating internal tools for monitoring and operations. Direct management of product and internal features.

July 2009 - January 2010

 Sharing Tools  
 San Francisco, CA  
 [pixelpipe.com](https://pixelpipe.com)

## Has the credentials to back it up.

- Received a B.S. in Computer Engineering in 2009 from Santa Clara University
- Received “Scrum Master” certification in 2010, from the Scrum Alliance
- Professional experience with over 20 languages across the web stack (just ask!).
- A learner and a teacher, contributes to standards and implements them in the workplace.