


Justin Higgins





Software Engineer


justinhiggy[at]gmail.com | 510-393-6888
Los Angeles, CA / Remote

Experience






[Turntable.fm, Inc](#)

Head of Engineering
09/2021 - Present

-  Rapid full-stack prototyping of consumer entertainment products.
-  Lead engineering team with best practices, system design guidance.
-  Design/build APIs for real-time video streaming app, audio messaging app and video messaging app.
-  Products launched: Glow.dev, [Sup.audio](#), Seen.lol (TBA).




[Hustle, Inc](#)

Staff Software Engineer
09/2017 - 12/2020

-  Designed/built new lead targeting system allowing clients to create precise campaigns based on previous interactions with the Hustle platform.
-  Migrated entire codebase off Parse SDK and onto a GraphQL gateway built in tandem.
-  Improved client message sending speed, doubling performance.
-  Lead component-library initiative to reuse common components across 3 client facing apps.
-  Mobile, frontend, backend, feature development.





[Freelance / Consultant](#)

Staff Software Engineer
09/2014 - Present

-  Built scraper and difference engine for [evlife](#) to find policy changes in state and federal rebates.
-  Designed/built the features API for the launch of [Polaroid SW/NG](#) (acquired by Microsoft).
-  Mobile, web and backend contract work for seed stage products.




[Beats Music \(acquired by Apple\)](#)

Senior Software Engineer
05/2012 - 09/2014


-  Built billing system responsible for subscription revenue.
-  Built internal content scheduler for Editorial team to publish curated playlists.
-  Core application API features.
-  Developer liaison for [MOG](#) service deployed in Australia.

[Servio](#)






Software Engineer
06/2011 - 05/2012

-  Tuned the internal reputation system which rated workers work.
-  Built service to remind workers of available tasks.
-  Web and backend feature development.






Education

-  UC Berkeley — Bachelor of Arts, Astrophysics & Physics — 2007-2011






Skills & Tools

-  Delivering measurable solutions, joyful programming, team player and leader.
-  Javascript/Typescript, Bash, Ruby, Python, Java, Swift, Elisp.
-  React, React-Native, Terraform, GraphQL, Svelte, Angular, anything fun in NPM.
-  Mongo, Postgres, MySQL, Elasticsearch, Redis, Cassandra, Kafka.
-  Docker, AWS, Cloudflare Workers, Firebase.

Side Projects

-  [24HourHomepage.com](#)
-  [Starting Condition](#)
-  [Everyone Everywhere All At Once](#)
-  [Privatize](#)
-  [selfless.io \(Closed\)](#)

Miscellaneous

-  Producthunt — [#2 Product of the day](#), Aug 2021
-  Speaker JS.LA — ["10k hours? 86,400 seconds to..."](#), May 2021
-  Podcast Guest, [Junior to Senior](#), June 2021
-  Neighborhood Community Garden manager, Brooks Park, June 2017 - June 2018
-  SF Music Hackday Award, 2014