



Justin Schrader

me@justin.beer (585) 281-0579 github.com/icd2k3

HELLO I'm Justin. I like building user interfaces. Also, burritos.

I have over 10 years of experience working on everything from marketing websites to large data driven applications. I enjoy working with teams to deliver the best user experience possible.

EXPERIENCE

New Relic Senior Software Engineer Oct. 2018 - Present

New Relic develops cloud-based software to help website and application owners track the performances of their services. As a member of the Distributed Tracing team I build complex React features with large datasets, define engineering process & tooling decisions, improve automated testing, and maintain several other legacy features.

Koan Senior Frontend Engineer Nov. 2016 - Oct. 2018

Koan develops goal tracking and status reporting software for managers. As part of the original team, I was tasked with creating the initial version of the React app. I also setup React tooling & build processes, implemented CI and error tracking, and worked closely with designers and other engineers to define and build new features.

Cengage Senior Application Architect Oct. 2015 - Oct. 2016

Cengage develops digital learning platforms for teachers and students around the world. I was brought on as part of an acquisition of Pathbrite (below). During my time here I maintained the Pathbrite platform, developed new React applications, and participated in research projects and POCs.

Pathbrite Lead Frontend Engineer Mar. 2013 - Oct. 2015

Pathbrite is a portfolio, assessment, and learning management system for teachers, students, and employers. During my time here I worked on a large Backbone application, developed new features, refactored old features, optimized for mobile, and improved build/tooling processes.

Luxurious Animals Senior Interactive Developer Jul. 2008 - Mar. 2013

Luxurious Animals is a creative digital agency featuring clients such as HBO, Morgan Stanley, and Porsche. During my time here I engineered custom solutions, under tight deadlines, for websites, games, web apps, and more.

Big Spaceship Design & Animation Internship Jun. 2007 - Sept. 2007

Summer internship where I worked alongside experienced agency employees.

Blue Pixel Studios Freelance Jun. 2006 - Aug. 2008

Design and development work for businesses in my hometown.

STRENGTHS

Javascript

React

HTML

CSS

UX

CI & Tooling

EDUCATION

RIT New Media Design & Imaging 2004 - 2008