




Justin C. Moore

Senior UI System Architect

Investigator, thought leader, mentor, and force multiplier. Driving towards principled solutions while providing practical engineering trade-offs that consider business needs and organizational realities. Seeking opportunities to cultivate more capable software, people, teams, and cultures.

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EXPERIENCE

Sr. Software Engineer MediaMath, Inc. **3 / 2017 - Present**

- ❖ **Propelled** efforts to establish an internal, company-wide, UX design system while building, testing, documenting, maintaining, and hardening a suite of reusable UI modules and React components.
- ❖ **Mentored** engineer peers during a transition from a legacy UI technology stack to a modern one.
- ❖ **Evangelized** newly discovered, systematic approaches to state-management through internal and external speaking engagements.
- ❖ **Persevered** through a from-scratch rebuild of a flagship web application and gained invaluable first-hand experience that supported some prior research of the risks of such an endeavor.
- ❖ **Committed**, even when in disagreement..

7 / 2013 - 3 / 2017

- ❖ **Implemented** `<strand-grid />` and several of the other open-source Polymer components available at <https://strand.mediamath.com/>
- ❖ **Contributed** performance enhancements to Google's Polymer Project as described by <https://github.com/Polymer/polymer/issues/629>
- ❖ **Collaborated** with engineer peers on various product teams to enhance legacy web applications by integrating Polymer components from the Strand library.

Engineering Co-Founder Tap.Me, Inc. **6 - 2009 - 10 / 2012**

- ❖ **Founded** the in-game advertising company which was ultimately acquired by MediaMath, Inc.
- ❖ **Engineered** games and technology across iOS, Android, and web using C++, Objective-C, Java, PHP, and JavaScript.
- ❖ **Created** in-house hybrid mobile application systems including hot code push and native bridging capabilities.

EDUCATION

Game Development Flashpoint – Chicago, IL **9 / 2007 - 6 / 2009**

Mechanical Engineering M.I.T. – Cambridge, MA **9 / 2002 - 2 / 2007**

LANGUAGES

- ❑ JavaScript ○○○○
- ❑ HTML ○○○
- ❑ CSS ○○○
- ❑ TypeScript ○○○
- ❑ Golang ○○
- ❑ Rust ○

FRAMEWORKS

- ❑ React ○○○○
- ❑ Redux ○○○
- ❑ Jest ○○○
- ❑ Puppeteer ○○
- ❑ Node.js ○○

SKILLS

- ❑ Debugging ○○○○
- ❑ Comprehending 3rd Party Code ○○○○
- ❑ Reducing Dev Decision Fatigue ○○○○
- ❑ Managing Ambiguity ○○○○
- ❑ Collaborating ○○○○

INTERESTS

- Static Analysis & Inference
- Persistent Data Structures
- Distributed Consensus
- Gameplay Mechanics
- Pizza & Karaoke

Contact information for several of my professional references is also available upon request.