|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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. | |  |  | | --- | --- | | recruit@jcmoore.dev |  | | 708 / 420 - 5796 |  | | Chicago, IL |  | | jcmoore.dev |  | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  |  | | --- | --- | --- | --- | | **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.*