

Experience

Stripe – Senior Software Engineer

Nov 2017 – Aug 2020

- Engineering lead for *Support in the Dashboard*, a capstone feature for Stripe's Premium Support product designed to give businesses visibility into the status and history of their support interactions. Led the 6-month project from idea to release, involving members from the Operations, Design, and Marketing organizations up to the executive level. Received a career-level (L3) Senior Engineer designation for my work.
- Rewrote the JavaScript infrastructure for support.stripe.com to enable faster iteration on features for both free and paid Stripe Support experiences, while also reducing page size and JavaScript load times for legacy features. This work enabled an ambitious and successful redesign of support.stripe.com months later.
- Redesigned the homepage and office pages for Stripe Home (stripe.com/blog/stripe-home) to use the same best practices and design language found in Stripe's user-facing web products. This work supported our Internal Communications team's efforts to keep employees connected and informed during the COVID-19 pandemic.

Khan Academy – Software Engineer

Jul 2014 – Apr 2017

- Redesigned key aspects of the web product, including new pages for articles, videos, exercises, subject/grade-level curations, and a global navigation menu. Implemented best practices with React, placing a heavy emphasis on accessibility and improved developer iteration speed.
- Built and open sourced *tota11y*, a frontend tool for identifying common accessibility violations and fixes, based on my work supporting Khan Academy's free SAT prep product.

Medium – Software Engineering Intern

Summer 2013

Ghostery – Software Engineering Intern

Summer 2011, 2012

Interests

Technical Writing (thatjdanisso.cool) • Accessibility • Design Systems • Developer Experience
JavaScript Performance • Functional Programming • Education • Mentorship • UX Research

Selected Projects

98.css (jdan.github.io/98.css) – A design system for building faithful recreations of old UIs.
An attempt to bring the nostalgia and usability of Windows 98's user interface to the web.

tota11y (khan.github.io/tota11y) – An accessibility visualization toolkit.
Highlights common accessibility issues (color, labels, headings) in-context with suggested fixes.

Additionally on github.com/jdan

- **isomer** (jdan.github.io/isomer) – isometric graphics library for HTML canvases in JavaScript
- **hashart** (hash.jordanscales.com) – procedurally generated art with SHA256 hashes
- **ocaml-data-structures** – common data structures and tests written in the OCaml language
- **fizzbuzz-polyglot** – series of FizzBuzz implementations in a variety of languages using Docker
- **ocaml-web-framework** – low-level, typed web server with basic routing and templating