Jeremy Collins
Software Developer

Product engineer & general enthusiast for web technology.

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Work

Senior Software Engineer

Webflow

Aug 2022 – Present

Los Angeles Metropolitan Area

- Member of the Grow & Extend team, responsible for user onboarding, activation, and other early stages of the user journey working with Full-stack TypeScript, React, Express, MongoDB

- Implemented numerous growth-focused experiments of varying size and scope where the developer is the DRI, each with an A/B testing rollout plan, analytics dashboards, and statistical analysis to determine the winning variant

- Launched Webflow's first AI tooling in 2023, after being a part of a successful internal hackathon to develop the feature

- Played a lead role in establishing an analytics pipeline incorporating cube.js and ClickHouse OLAP DBMS to visualize and alert users of their website traffic usage milestones

Senior Software Engineer

MasterClass

Apr 2022 – Aug 2022

Los Angeles Metropolitan Area

- Front-end developer on Growth team, focused on UX of payments and promotions

- Transitioned select pre-paywall pages from Rails-served client-side React pages to to NextJS (powered by a Rails API)

- Responsible for deploying and accurately maintaining A/B test experiments using Optimizely or in-house user testing systems

Software Developer

Jul 2019 – Apr 2022

Glendale, California

- Lead role in re-launching the web experience as a new Angular webapp on top of the existing Rails codebase, utilizing Redux (NgRx), RxJS, XState
- Developed e-learning lesson system models, API, and interfaces, with an admin-facing custom CMS
- Merger with MasterClass in April 2022

Software Engineer

Plink

Sep 2018 – Jul 2019

Santa Monica, California

- Full-stack TypeScript / JavaScript role, encompassing numerous React SPA and Node projects (for API creation or React SSR)
- Implemented an asset library feature where users can browse and download files, involving multiple node-based applications backing the React front-end
- Transitioned the existing JavaScript codebases to TypeScript and took charge of numerous related major dependency updates

Software Engineer

Event Farm

Sep 2015 – Sep 2018

Santa Monica, California

- Modernized and fully rewrote the front-end codebase to Angular 2+ single-page app, while still supporting the older AngularJS+jQuery web-app
- Lead UX overhaul of Angular-based ticket management system
- Once the primary app was mature, created a WYSIWYG web page builder as one of platform features using React & Vue. Included support for creating responsive-design webpages plus creating or saving templates

Junior Software Engineer

Act-On Software, Inc.

Jan 2015 – Sep 2015

Roseville, California

- Transitioned to full-time engineer on the Content & Delivery team, responsible for the WYSIWYG email, form, and webpage builders used by customers.
- Rapidly acclimated to a very large Java and AngularJS-based enterprise web application codebase, after previously working only on smaller website projects
- Implemented features to the email and form designer products, such as adding responsive design support for user-created wysiwyg editor content

Solutions Engineer

Act-On Software, Inc.

Jun 2012 – Jan 2015

Roseville, california

- Acted as a "white-glove" professional services, and developer relations

- Designed custom webpages, graphic designs, and scripts for interactive elements

Intern / Associate Designer

Electronic Arts (EA)

Oct 2010 – May 2012

Sacramento, California Area

- Created marketing and in-game asset art for the Facebook web-app games developed by EA Capital Games

Education

University of California, Davis

Invalid Date – Present

Bachelor of Arts in Communication and Political Science

Projects

Codable

Sep 2017 – Present

GitHub

Oct 2014 – Present