

EXPERIENCE

Director of Technology

JUXT - San Francisco, CA (October 2014 - Present)

Making the awesome.

Employee #1

Eyegroove - San Francisco, CA (October 2013 - October 2014)

Architected and developed polyglot backend services for new music video platform with a focus on high availability, low latency and scalability. Responsible for monitoring, reporting, and addressing performance metrics across platforms. Contributed to visual and UX Design for web and mobile platforms. Managed contractors and partners working on analytics, web development, and quality assurance. Led daily scrum, demos, requirements gathering, and design reviews.

Freelance Consultant (Solutions Architect)

Huge - Los Angeles, CA (September 2009 - September 2010, May 2012 - January 2013)

Responsible for designing & developing software, hardware architecture, and in-store installation of Nike SWOOSH*iD* retail experience. Developed prototype interfaces for consumer electronics devices. Served as client liaison and managed agile development teams. Development lead, mentor and general tech lead for the LA office.

MFA Student

University of California - Santa Cruz, CA (September 2010 - June 2012)

Collaborated with students, artists, and faculty to create performances, installations, and screen-based works. Prepared and delivered weekly lessons for 60+ undergraduate students in the Art History and Theater departments as a Teaching Assistant.

Researcher

University of California - Santa Cruz/Berkeley, CA (June 2011 - June 2012)

Development & design lead for two games: *AirQuest*, a compilation of iOS mini-games focused on issues of air quality; and *Wildlife Tracker*, a Facebook application which gamified the identification of wildlife in field photographs. Prototyped computer vision projects, programmed a drawing machine, and built a multitouch table-top interface for the Mechatronics Research Group. Wrote grant proposals and presented group research to acquire further funding.

Senior Web Developer, Front-End Architect

Disney Interactive Media Group - Glendale, CA (October 2006 - September 2009)

Technical lead of international 10-person team responsible for development and maintenance of disneyland.com, hongkongdisneyland.com, and related marketing sites. Architecture team's front-end evangelist, reviewing new development by global teams and partners. Led monthly internal educational sessions on best practices and emerging front-end technologies.

EXPERTISE

Software Architecture

Scalability
Performance Optimization
Content Delivery Networks
Language Agnostic Design
Service Oriented Architecture
Database Design (SQL/NoSQL)
Message Queue Services
REST APIs
Web Frameworks

Project & Team Management

Agile Methodologies
Process Management
Pivotal/Asana/Jira
Microsoft Project/OmniProject

Other Skills

UX Design
Experiential Design
Creative Coding
DevOps
Design Critique
Video Transcoding
Basic Graphics Programming
10+ Programming Languages

EDUCATION

UC Santa Cruz

Santa Cruz, CA

MFA, Digital Arts and New Media

Johns Hopkins University

Baltimore, MD

BA, Computer Science

BA, Psychology

Want to talk?

jesse.fulton@gmail.com

<http://jessefulton.com>

925.385.8661