

PREVIOUS EXPERIENCE

Director of Technology

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

Leading and mentoring teams of developers to design, build, deploy, and maintain innovative web, mobile, large-format touch, and gesture-driven installations. Collaborating closely with Head of Creative in ideation, research, and scoping processes for new and existing clients. Implemented agile and lean UX processes while integrating diverse team members into the creative process, improving quality, execution, and budgets on successful projects.

Lead Back End Engineer, Engineering Manager

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

Architected and developed backend services for music video platform, focused 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. Development lead, mentor and general tech lead for the LA office.

MFA Student, Teaching Assistant, Researcher

University of California - Santa Cruz/Berkeley, 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. Research position as development & design lead on iOS and web games for the Environmental Studies department. 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

Technology

10+ Programming Languages
Multi-Touch Interfaces
Graphics Programming
Video Transcoding
Web Technologies
Software Architecture
Agile Methodologies
DevOps
Version Control
Release Management

Creative

Creative Direction & Ideation
Concepting
Experiential Design
UX Design
Lean Methodologies
Design Critique
Iterative Prototyping

Project & Team Management

Process Management
Pivotal/Asana/Jira/Trello
Microsoft Project/OmniProject
Onboarding/Offboarding

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?

<http://jessefulton.com>