

Jan Martin

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"Working hard to make things easier."

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Experience

Staff Engineer¹, Google (June 2019 - Current)

- TL of a team of 10 developers that worked on web build tooling and serving JS at scale. Closely collaborated with Angular, Lit, and other framework teams as well as web developers across all parts of Google.
- Unified front-end development across Google under a single dev serving solution with some modern DX features like HMR and more reasonable startup times.
- Created framework for measuring web developer experience based on qualitative metrics and established SLOs with teams that own different aspects of the critical path for seeing a change in the browser.
- Rolled out type stripping for TypeScript at Google which involved cleaning up many years of assuming that type checking is on the critical path in development. 5+ SWE years, ~1.5 calendar years, coordination across a handful of teams. It led to a >10x reduction in edit-refresh time.
- Co-organizer of a yearly "framework perspective summit" where internal developers who work on web frameworks have a space to explore the state of the art in OSS web frameworks.

Core Collaborator, Node.js (Apr 2017 - Current)

- Unblocked a key V8 upgrade by implementing a new command line debugger (node inspect) and working with other node core collaborators to bundle it with the main node binary.
- Supported the effort to make universal JavaScript modules a reality by implementing `import.meta` in V8. Part of the modules working group. Proposed and co-authored the spec for the `exports` field in `package.json`.

Principal Engineer², Groupon (Jan 2012 - May 2019)

- Architect of web tier consisting of ~80 individual services. Helped teams quickly ship products by streamlining common development tasks, creating helpful automation, and providing a well-documented platform handling core business needs and operational concerns. Multiple technology migrations, including to Preact & GraphQL/Apollo at the end.
- Kept web stack up-to-date and competitive by monitoring industry trends, taking part in web standards discussions, and leading a team of three core platform developers.
- Ensured consistent practices and developer experience across stacks by facilitating a regular "framework roundtable" and acting as the editor for docs on using cloud-native technologies across the company.

¹ As Senior Software Engineer until May 2023.

² Under a few other titles until June 2016.

- Maintainer of Groupon's open source process. Encouraged participation in the open source community by reviewing projects and code before public release, guiding engineers through safe and efficient use of OSS, and integrating open source practices into everyday work.
- Streamlined the localization process of ~100 services by designing and leading the implementation of a central localization system. Helped resolve scaling issues in both process and systems.
- Enabled debugging across ~300 services in a distributed system by establishing common logging practices and working with different teams on implementation across stacks. Actively wrote low-level instrumentation code for Node.js, Java, and Ruby.

Skills

Familiar with various stacks and technologies, fairly exceptional understanding of JavaScript in particular (TC39 delegate and long-term contact with other members of the web standards community). Dusty knowledge of computer graphics where I spent most of my early life.

More importantly a knack for taking in the opinions and motivations of various people and distilling them down to something that everyone can agree on. And then explaining the result to others in a way that they can relate to.

Technical Skills

Got paid for: JavaScript+TypeScript, C++, Go, Bazel, Java (JNI, Dropwizard, Spring, Android), Wasm, Kotlin, Python, Objective-C (iOS), Scala, Ruby, PHP (Wordpress, yii), CoffeeScript, HTML, CSS, Kafka, Storm, Web Performance, Jenkins, Kubernetes, Docker, Varnish, Nginx, MongoDB, Postgres, CouchDB, Couchbase, Memcached, Redis, Elasticsearch, Jekyll, Git, SVN, Puppet, Vagrant, Envoy, Webpack, Gulp, React, Preact, Angular, Backbone, Swagger / OpenAPI, GraphQL, Distributed Tracing (Zipkin), Chrome Extensions, Compilers&VMs (Closure Compiler, TypeScript, babel/babylon, V8), Webdriver, Python, protobuf.

Side projects: DirectX, Haskell, OCaml, Clojure, Reason, C#, Lua, Swift, Object Pascal, Flash / ActionScript, Heroku (buildpacks), next.js, Vue/nuxt, Ember.

Education

- Computer Science and Philosophy, Universität Paderborn 2009 - 2012
- Computational Visualistics, Universität Magdeburg 2007 - 2008

Patents

- Michael Burton, Shaheen Ghiassy, Andrei Pitea, Adam Geitgey, **Jan Krems**, Daniel Beard, Matthijs Mullender, Luis Felipe Brahm-Smart (2017): Mobile service applications ([US11579891B2](#)).