Jay Mahabal

I write code to create beautiful, performant, accessible, and meaningful experiences on the web. I'm looking for opportunities that are empathetic, use thoughtful design, and exist to better the status quo.

Contact

Location	Brooklyn, NY	GitHub	https://github.com/jmahabal
Email	jmahabal@gmail.com	$\operatorname{LinkedIn}$	https://www.linkedin.com/in/jmahabal/
Website	https://jay.dev	Observable	https://observablehq.com/@jmahabal

Experience

Jan 2020 - current New York, NY

Senior Software Engineer, Lattice

- Built UIs and fullstack features across multiple product verticals using Typescript, React, and Relay
- As Tech Lead for Design Systems, I maintained our React-based component library, managed stakeholder requests and a project management backlog, and wrote tools to understand component library usage.
- As UI Guild Lead, I led bi-weekly meetings for front-end leaning engineers and friends, developed a vision for UI at Lattice, and organized team bonding events.
- Partnered with Design to create a content writing style guide and wrote a blog post on the process
- Developed frontend loop interview question and onboarded interviewers to it

Aug 2018 - Jan 2020 Cupertino, CA

Frontend Engineer, Apple

- Built UIs for complex, data-rich web applications with React and GraphQL
- Contributed to component library
- Can provide more details on request

Mar 2017 - Aug 2018 San Francisco, CA

Associate Creative Technologist, AKQA

- Built projects using a variety of stacks, from CMSes like AEM, to template engines such as Handlebars and Contentful, to frameworks like React and Redux
- Prototyped projects by researching necessary APIs and building POCs
- Clients included Audi USA, IBM Watson, Caterpillar, Genentech, and Activision

Aug 2016 - Feb 2017 Mountain View, CA

Data Journalist, H₂O.ai

- Ideated, researched, wrote, and visualized stories using machine learning

Education

UC Berkeley May 2016

B.A. Mathematics

Minor in Geographic Information Systems and Technology Undergraduate Certificate in New Media