John Montgomery

Work Experience

Full Stack Developer
ROO.VET
2019 - PRESENT

Lead developer for veterinary staffing start-up. Responsibilities include: technical lead for building out new features on the front and back end, establishing coding standards for the team, architectural improvements, back end optimizations and adopting security best practices. Technologies used: Javascript, React, Redux, NodeJS, Express, Mysql, Google Maps, Stripe, Dwolla, and AWS.

Full Stack Developer
HEALTHCARE SCHEDULING
2017 - 2019

Lead developer for calendar appointment scheduling software for optometry offices using React with Redux on the front end and NodeJS with Postgresql and Redis on the back end.

Full Stack Developer
REVERSE RISK
2012 - 2016

Developed dynamic data driven reports, customer registration and customer management tools coding HTML, CSS, Javascript, NodeJS, MSSQL queries and using AWS and Redis for a software product used by hundreds of car dealerships across the country. Report complexities involved handling user input data and data formatted from different dealership DMSs stored in hundreds of tables, coding analysis of the data and generating historical and trend reports, product usage reports, and employee performance reports.

Director of Game Design
SCIENTIFIC LEARNING
2010 - 2011

Designed UIs and coded working prototypes for neuro-science based adaptive training educational games focusing on improving short term auditory memory, auditory processing, and building sustained focused attention for youth with language learning impairments. Managed reward animation and sound asset production from internal illustrator/ animators, sound designers and contract artists.

Lead Prototype Designer
SCIENTIFIC LEARNING
2000 - 2009

Worked closely with research team to design UIs and code functional interactive ECMAscript based prototypes for adaptive training reading and language learning games for a wide range of audiences, including elderly suffering from aphasia, teenagers with reading disablities and k-6 language learning impaired youth. Participated in iterative design processes with user testing and agile software development. Designed UIs for products used by over 1 million children.

Education

University of Washington

Stanford University, CA

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