Julian Napolitan

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Who I Am

I'm a full-stack software engineer with a strong focus on customer empathy and user experience. I've worked at some great companies collaborating on products with some great people, and I enjoy tackling challenges across the entire spectrum of software development.

Experience

People Product Developer | Square • *San Francisco, CA • May 2017 - Oct 2018*

- Designed and developed custom HR products from chatbots to features for full-stack apps used by Square's 2500 employees.
- Owned UX strategy and product management for several large-scale feature rollouts.
- Collaborated across teams to conduct user research sessions and gather data insights to inform product strategies and roadmaps.
- Improved learning and growth satisfaction score in Square's pulse survey by 11% in 2017 through the strategic launch of new internal products and features.

Learning Experience Product Manager | Twitter • *San Francisco, CA • March 2015 - May 2017*

- Designed and developed custom HR products from internal websites to features for full-stack apps used by Twitter's 3500 employees.
- Managed cross-functional teams of stakeholders, designers, and engineers to ensure deadlines were met.
- Leveraged ongoing user data collection from user tests and focus groups to inform product direction and strategy.
- Improved custom HR product engagement by 31% through the launch of new features in 2016.

Recent Projects

ByeBugger | *live site* • *github*

An arcade-style retro 3D shooter game built using **three.js** *within a* **MERN** *stack (MongoDB, Express.js, React/Redux, Node.js).*

- Developed backend to handle leaderboard data including the Stats model, MongoDB config, and route/API config.
- Implemented global state management using Redux to handle subscribing React components to leaderboard and health/score data.
- Used random position translation and sprite animations to give players a natural experience when interacting with enemies.
- Developed a custom collision algorithm to give a fun, retro-style feel to the game.

TownCloud | *live site* • *github*

A full-stack music community app inspired by SoundCloud built with **React/Redux, Ruby on Rails***, and* **PostgreSQL***.*

- Managed global UI state using Redux for continuous music playback while browsing.
- Built a custom search solution using jBuilder to format data formatting, RegEx to parse queries, and React to display results.
- Implemented AWS and Active Storage to handle user-uploaded media files, reducing server load and allowing for greater scalability.

Twitter Data Vis | *live site* • *github*

A visualization of Tweet sentiment using **Node.js, Twitter's Stream API, D3.js** *and* **React***.*

- Leveraged Twitter's Stream API with Node.js, Express.js and Socket.io to emit a filterable stream of tweets from server-side to client-side.
- Rendered a topological JSON map within a React component using TopoJSON and D3.js to create an SVG map of the world.
- Used React component local state to re-render D3.js visualizations upon receiving new tweet data.
- Conducted sentiment analysis on incoming tweets using the Sentiment Node.js module.

Education

San Diego State University | Spring 2012
MA - Learning Design and Technology

East Stroudsburg University | Spring 2007
BA - Media Communication Design and Technology

Skills

JavaScript • React.js • Redux • Ruby • Ruby on Rails • Node.js • Express.js • HTML5 • CSS3 • Sass • SQL • MongoDB • PostgreSQL • MySQL • AWS • Webpack • D3.js • three.js • TDD • OOP • Functional programming • Git • Bash • REST