



# Julian Napolitan

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Portfolio



GitHub



LinkedIn



## 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

**Frontend:** JavaScript, React.js, Redux, Webpack, D3.js, three.js, HTML5, CSS3, Sass

**Backend:** Ruby, Ruby on Rails, Node.js, Express.js, Socket.io, SQL, MongoDB, PostgreSQL, MySQL, AWS

**Tools/Methodologies:** TDD, OOP, functional programming, Git, Bash, REST