

Julian Napolitan

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skills

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

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

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

recent projects

Twitter Data Vis

[live site](#) | [github](#)

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

- Rendered a topological JSON map using TopoJSON for world data such as country names, coordinates, etc. in conjunction with the D3 geo library to generate SVG elements.
- Leveraged Twitter's Stream API in conjunction with Node.js, Express and Socket.io to maintain an incoming stream of Tweets filtered by user input, managed exclusively on the frontend without being persisted to a database.
- Used the Sentiment Node.js module to conduct analysis of incoming Tweets and immediately project sentiment visualizations onto the SVG map.

ByeBugger

[live site](#) | [github](#)

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

- Modularized game components and managed frontend state using React and Redux.
- Created a leaderboard consisting of player handles and scores with a MongoDB in conjunction with Node.js and Express.js.
- Used three.js to generate random position translation and sprite animations to give enemies a natural feel.

TownCloud

[live site](#) | [github](#)

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

- Managed global UI state using the Redux cycle for continuous music playback while browsing.
- Built custom search functionality using jBuilder to format backend data and React components to render results in the UI.
- Leveraged AWS to handle user uploaded songs and profile images, reducing server load and allowing for greater scalability
- Mapped cloud-based AWS assets to Rails models and PostgreSQL using Active Storage.

experience

People Product Developer

Square, Inc. - San Francisco, CA

May 2017 - Sept 2018

- Designed, built and launched custom HR applications from chat-bots to full-stack apps used by Square's 2500 employees.
- Managed cross-functional teams of stakeholders, designers, and engineers to ensure 100% of deadlines were met.
- Held 3 - 4 user testing sessions a quarter to gather data used to validate priorities and inform direction of internal products.
- Improved employee 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

- Defined, built and measured Twitter HR's custom learning and growth products from custom internal websites to full-stack apps used by Twitter's 3500 employees.
- Leveraged ongoing user data collection from user tests and focus groups to inform product direction and strategy aligned with company goals.
- Increased custom learning tool engagement by 31% through the launch of new features in 2016.

education

App Academy (Winter 2019)

Full-time immersive bootcamp in SF

San Diego State University (Spring 2012)

MA - Learning Design and Technology

East Stroudsburg University (Spring 2007)

BA - Media Communication Design and Technology