

Josh Pensky

I build accessible, design-forward products.

joshpensky.com

hey@joshpensky.com

x.com/josh_jpeg

linkedin.com/in/joshpensky

Work

2022 – Marathon, Founder and CEO

- Strategize, design, and build a social platform across iOS, Android, and web that supports 20,000 members total and an average of 1,500 weekly active users.
- Incorporated the company, wrote a business plan and pitch deck, and compiled research of potential investors to raise a first round of funding.

2019 – Upstatement, Engineering Apprentice → Lead Engineer

- Guided technology decisions to inform the Condé Nast product team of key features and requirements for a unified mobile experience across their 23 brands.
- Coordinated the engineering effort across two companies for the expansion of GoNoodle's platform into SEL content, resulting in a significant increase in revenue.
- Mentor engineers in agile methodology, client management, product thinking, React, mobile development, accessibility, and career advice.

2023 Campsite, Product Engineer

- Led the strategy and implementation of several major features, including a refreshed Figma plugin, offline-first post composer, and realtime collaborative documents.
- Prioritized user feedback and error reports to provide a bug-free experience.

Products

2024 Baselayer

baselayer.app

Baselayer is a new platform to access, share, and collaborate on product data with your whole team. I lead a team of designers and engineers as we approach an alpha release.

2022 Spectacles

dub.sh/spectacles-cbt

Spectacles is a pocket CBT partner you can chat with to tackle issues of anxiety, anger, depression, and panic. I designed and built the app with SwiftUI.

Education

2016 – 2021 Northeastern University

Bachelor of Science in Computer Science and Design