

JOSH JACOBY

FRONT-END ENGINEER

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EXPERIENCE

Exabeam - Software Engineer

August 2018 – Present (3 yrs.)

- Implemented new features using Backbone.js and jQuery, while also designing RESTful APIs to retrieve the correct data.
- Led initial development of our internal design system, building it from scratch with React and CSS-in-JS.
- Built a new micro-frontend application from the ground up in React, one of the first projects to consume the new design system.
 - Pushed for stricter code quality and uniformity standards by introducing ESLint and Prettier.
 - Advocated for better code practices by including unit testing with Jest/Enzyme, and integration testing with Robot.
- Worked directly with design to bring the design system look and feel into our legacy jQuery application.
 - Updated all existing pages to match new mockups, while creating tokens for design system standards along the way.
 - Modified outdated parts of the UI to adhere to new accessibility standards.

PayClub - Development Intern

July 2017 – September 2017 (3 mo.)

- Developed a mobile application for a fin-tech startup using React Native.
- Responsible for turning designs into pages for the app, focusing on User Experience.
- Collaborated closely with other team members to create new and innovative ideas to enhance the existing product.

PROJECTS

Look Out! - Mobile Game

August 2016

- Built a Unity2D game based around a gorilla catching bananas. Designed and programmed everything alone utilizing free-to-use sound and art from online.
- Tested game with friends and family to determine what required troubleshooting and debugging, as well as things like what control system to implement, difficulty, etc.
- Received over 5,000 downloads with an average of 5 stars on iOS and 4.9 on Android

SKILLS

Languages: JavaScript, HTML, CSS, Java, Python

Libraries: React, CSS-in-JS, ESLint, Jest, Enzyme, Robot, Backbone, jQuery, SCSS

Tools: GitHub, JIRA, Abstract, Invision

EDUCATION

B.S. Software Engineering: University of California, Irvine