

# JULIET SABOL

Software Engineer

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## PROFILE

I'm a versatile engineer with over a decade of experience turning complex, messy problems into clear, elegant solutions. I have identified critical gaps, defined new roles, and built teams to solve them. Primarily focused on front-end development, I bring the flexibility to work across the stack and deliver products that balance technical excellence with great user experience.

## EMPLOYMENT HISTORY

❖ **Lead Engineer, The Atlantic** ..... Oct 2018 — Present  
Washington, D.C.

Typescript, React, SASS, Fullstack JS (Next.js, Node, Express), Javascript, Build Tooling (Webpack, ESBuild), GraphQL, Django

**Lead Engineer, Games** – Sole engineer on The Atlantic's Games Studio, rapidly prototyping multiple games, and collaborating on design and user testing. This led to the launch of the Games Hub, which became one of the company's top drivers of traffic and engagement (tied with "Signalgate", beating the 2024 election). Due to its success, 29% of Atlantic engineers were dedicated to the Games team.

**Lead Engineer, Ad Tech** – Founded and led Communities of Practice: groups of engineers who maintain specific repositories, reduce tech debt, and share domain expertise. Lead the B2B Revenue community, mentoring developers on ad-tech systems and best practices. Served as the primary technical liaison for advertising and live events teams.

**Engineer, Revenue Team** – Built and maintained ad systems supporting programmatic, direct, sponsorship, and live event revenue. Developed some of the most sophisticated ad injection tools in the industry that increased revenue per pageview while preserving privacy and user experience. Designed and implemented a custom ads platform.

❖ **Software Developer / UX Team Lead, Salient CRGT** ..... May 2011 — Mar 2016  
Chantilly, VA

Javascript, UX Design, Angular JS, SASS, Less, jQuery, Java, Hybrid Mobile Apps, Express

Established the company's UX practice, which became a core service offering. Developed front-end and full-stack web applications for federal clients. Translated complex business rules into clear requirements and clean architecture, such as designing an overtime request system after deeply analyzing USPS union regulations. Mentored developers and government clients in Agile and user-centered development.

## EDUCATION

❖ **William & Mary** ..... 2008 — 2012  
*B.S. in Computer Science, minor in Mathematics*

## SIDE PROJECTS

*Two-time winner of GSA Digital Innovation Challenge Hackathon*

*I've developed a tabletop roleplaying game (like Dungeons & Dragons), which involved creating a program to calculate the probability of various outcomes based on thousands of simulated games. Also created a web app for infinitely nested randomly generated worlds.*