JEFF PETTIT
I craft products and experiences, based in California.

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Application Development Experience

BrewHop | Co-Software Engineer | gitlab.com/brewhoppers/brew-hop   2022
App to discover new breweries
- Built Log-in/out forms, Nav, and Signup forms from Bootstrap components and implemented refresh-persisting hooks to ensure login status is not lost during refresh
- Built entire backend for favorites microservice utilizing FastAPI
- Built backend wake function with MaterialUI GUI to indicate microservice start-up

Treampardy | Co-Software Engineer | gitlab.com/treamforce/treampardy-take-2   2022
Web game utilizing questions from real episodes of Jeopardy
- Built integration with third-party jservice.io API to supply app's questions and categories
- Built logic for question to answer with scoring pipeline utilizing modals and React Hooks
- Took lead on styling app utilizing Bootstrap, and custom-designed logos/graphics

AutoBahn | Co-Software Engineer | gitlab.com/jwpettit/project-beta   2022
Car dealership app managing sales, inventory, and service appointments
- Built service and inventory microservices, constructing RESTful APIs in Django, and connecting with a React front-end
- Took lead on styling app utilizing Bootstrap and custom-designed logos/graphics

Professional Experience

Days United | Lead Product Design Engineer | Mountain View, CA   2021 – 2022
Days United | Business Consultant | Mountain View, CA   2020 – 2021
- Led design, engineering, prototyping, and manufacturing for a startup subscription box service
- Introduced new production techniques such as machined aluminum and ceramics, expanding possibilities of product offerings
- Managed project management system by setting milestones, sharing updates with stakeholders and tracking development progress against timelines

Super7 | Product Design Engineer | San Francisco, CA   2018 – 2021
- Introduced advanced prototyping techniques, such as: in-house 3D modeling, 3D printing, and mechanical stress-testing, defined detailed manufacturing specifications, and implemented development best-practices in order to lower product defect rates, deliver product on-time and on-budget
- Led transition to new bigger production facility, after reviewing the current supply chain strategy, in order to benefit from improved efficiencies through increased automation
- Directed manufacturers to follow strict brand guidelines, ensuring the highest quality of licensed product lines with Disney, NBCUniversal, 21st Century Fox, MLB, NBA, and more

Piper | Lead Industrial Designer | San Francisco, CA   2017 – 2018
- Led entire product development of the 2nd generation Piper Computer Kit: from identifying common product failure points from extensive user-testing, through innovative hardware UX, resulting in a successful relaunch of the product
- Conducted frequent user-testing of Piper's proprietary mechanical build and software experiences including games, coding, and engineering principles of physics, mechanics, electronics, and circuits
- Created end-to-end user journey through visual documentation consisting of highly-annotated technical drawings presented in an accessible, easy-to-understand blueprint
- Partnered closely with contract manufacturers, traveling multiple times overseas, to produce and ship in time to meet the demand of the 2018 holiday season

KiwiCo (Tinker Crate) | Industrial Designer | Mountain View, CA   2015 – 2017
- Designed, engineered, and prototyped STEM products and experiences for the Tinker Crate brand under a 6-month product development lifecycle
- Shipped 17+ products in a 3-year time span, value-engineering against aggressive margin goals, while conducting extensive user testing to achieve consistently high NPS scores
- Managed editorial team to publish technical instructions, supplementing the products to ensure a positive experience for end users age 9+

Education

Hack Reactor   2022
Advanced Software
Engineering Certificate

General Assembly   2017
Continuing Studies in
User Experience Design

Virginia Tech   2010 – 2014
Bachelor of Science in Industrial Design
Relevant Coursework: Design Lab 1-4, Human Factors, Materials and Processes, Design Research, History of Industrial Design, 3D Modeling (SolidWorks focus), Design for Underrepresented Communities

Technical Skills

Programming Languages
Python 3, JavaScript ES6+, SQL, Swift, HTML5, CSS

Front-End Technologies
DOM Manipulation, Websockets, React, React Hooks, SwiftUI

Back-End Technologies
Django 4, FastAPI, PostgreSQL, MongoDB, RabbitMQ

System Design Tools
Monoliths, Microservices, Domain-Driven Design, Message Passing, CI/CD

Product Design Tools
Adobe Creative Suite, SolidWorks, Autodesk Fusion 360