David Justice

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Work Experience

- **Mozilla** — Portland, Or / Remote
  Staff Engineer — *August 2015 - Present*
    - Firefox

- **Freelance Development** — Portland, Oregon
  Software Engineer — *January 2014 - August 2015*
    - Led multiple teams in engineering fresh and legacy projects.
    - Implemented an interactive SVG interface representative of complex medical data.

- **Sprint.ly** — Portland, OR
  Software Engineer — *January 2013 - January 2014*
    - Implemented the popular list view.
    - Improved Test Coverage from below 1 percent up to well over 50 percent.
    - Managed major refactors of the Front End.
    - Made large performance improvements in rendering on the front end.

- **Glider** — Portland, OR
  Software Engineer — *January 2013 - March 2013*
    - Worked on a small team to rapidly build out an alpha release for TechCrunch Disrupt
    - Helped to stabilize product.
    - Assisted in finding full-time employees to carry on development.
    - Implemented interactive signing of documents with canvas API
    - Acquired one year later by FPX

- **Tixie** — Portland, OR
  Front End Developer — *September 2012 - January 2013*
    - Implement full site redesign.

- **Outthink Group** — Lynchburg, VA
  Web Developer — *September 2011 - 2012*
    - Build multiple sites for self-published authors using Wordpress.

Open Source Projects

- **Meta-staseis**
  http://edit.cassettetap.es — *started 2014*
    - Editing Audio Files in a Browser
    - Client Side manipulation of audio data in a web worker.
    - Supports Copy, Cut, Paste, reverse, merging
    - Exporting as a WAV file

- **NPR Streams**
  http://npr-streams.com — *started 2014*

- – Parsing of 22,000 line xml file of all npr stations.
  - – Created easy to navigate and fully documented API

- **4minutesand33seconds**
  http://4minutesand33seconds.com   *started 2014*
  - – Recording and real-time audio visualization in browser with WebAudio and WebWorkerAPI.
  - – Bulk uploads to Amazon s3.

- **Revisit.link**
  http://revisit.link   *2014*
  - – Project for mapping together microservices for image manipulation.
  - – Collaborated with the creator of chat.meatspac.es and Big Boring System.

- **Small Modules on NPM**
  https://www.npmjs.com/~meandave   *2012 - current*
  - – general utilities
  - – Command Line utilities
  - – Canvas API Helpers
  - – WebAudio API Libraries
  - – Developer Tools

Skills

Languages: JavaScript, LaTeX, C/C++, Markdown

Operating Systems: Linux, UNIX, MacOSX, Windows

Applications: GIMP & Photoshop, GNU Plot, LaTeX, InDesign, Emacs, Illustrator, InkScape, Audacity

Miscellaneous: strong verbal and written communication skills, excellent troubleshooting and debugging skills, exceptional problem solving skills, good teams skills

Interests

Computers: Maintain a plethora of open source packages, mostly on packages published to NPM. Highly proficient in Linux and other UNIX derived systems. Studying Digital Signal Processing.

Musical: ♪ Playing piano & creating instruments. Running a small independent cassette label.

Musical continued: ♪ Running a small independent cassette label.

Outdoors: Bicycles, camping, traveling.

Other: Reading about philosophy, mathematics, music theory, history of computing.

Presentations & Workshops

- **PDXNode Meetup Group**   Portland, Oregon
  Organizer/Presenter   *2013 - Present*

- – Multiple Lightning Talks on small modules
- – Presentation on Web Audio API

- **NodeSchool Workshops**   Portland, Oregon
  Organizer   *2013 - Present*
  - – Assisted with many of the nodeschool.io workshops

- **CascadiaJS Conference**   Portland, Oregon
  Organizer   *2014*
  - – Managing talk recordings, planning, accomodating speakers.

- **JSConf US**   Amelia Island, Florida
  Volunteer   *2014*
  - – Helped with ticketing, setup/teardown, accomodating speakers.