Mike Spencer

Front End Engineer

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About me

I'm a front end engineer with experience developing complex, high profile web applications collaborating with both small and large teams. I specialise in JavaScript, most recently thriving in an agile environment leveraging modern technologies such as React and Redux. I pride myself in writing scalable, elegant code — making complex tasks simpler.

Skills

- JavaScript / ES6
- HTML5
- CSS3
- SASS/SCSS/LESS
- Node.js

- React
- Redux
- Backbone
- jQuery
- Handlebars

- Responsive Design
- TDD
- Agile

Experience

Meetup Pro - New York, NY

UI Engineer

January 2016 - December 2017

- Replatformed Meetup Pro from a legacy monolithic codebase to a MicroService backed React + Redux isomorphic/universal SPA, leveraging the latest tools, such as Reselect and FlowType.
- Squad lead for replatforming the *Members* and *Chapters* tools for Meetup Pro organizers; the two most powerful features offered by Meetup Pro.
- Lead the development of a React UI component library for use throughout Meetup Pro.
- Mentored an intern as well as junior engineers, participating in regular pair programming, training sessions, code reviews
- Pioneered/spearhead the transition to the new Meetup Web Platform. Meetup Pro was the first team at Meetup to transition to the new web platform. Provided feedback and helped shape the architecture of the platform.
- Evaluated and introduced tools such as Enzyme, Recompose, and Redux Form into Meetup Pro's SPA.

Meetup - New York, NY

UI Engineer

February 2014 - January 2016

- Migrated the JavaScript build in the legacy codebase from RequireJS to Webpack, introducing tools such as Babel, empowering engineers to write better code by taking advantage of es6 features.
- Introduced unit testing into the legacy Meetup monolith App using Karma and Jasmine.
- Standardized code style in legacy Meetup by introducing JSCS.
- Built a "contributions" feature allowing members to give money to a Meetup group.

The Washington Post - Washington, DC

Manager and Lead Commercial Web Developer

Nov 2011 – February 2014

- Built and implemented custom ad executions, while coordinating with other departments to ensure that they deliver flawlessly.
- Execute never-been-done-before ad executions throughout the washingtonpost.com, slate.com and theroot.com.
- Consistently wrote efficient, scalable code to optimise website performance.
- Member of the page performance team representing advertising with a goal of optimizing website speed and performance.
- Deployed new, improved ad scripts throughtout washingtonpost.com and its family of websites.
- Developed and Implemented "viewable impressions" for certain ads, so that these ads will only render when they are actually seen.

The Washington Post - Washington, DC
Commercial Web Developer
Oct 2009 – Nov 2011

- Worked with a team to execute custom ad executions using a variety of technologies.
- Developed tools/applications for the Digital Sales team and provided technical support.
- Built custom client websites using the MovableType CMS (eg: http://chinawatch.washingtonpost.com).
- Maintained and enhanced the JavaScript that renders all of the ads on washingtonpost.com, slate.com and theroot.com.
- Debugged issues with 3rd party creative code. Built a scalable, light-weight, dynamic Flash video player that is now the standard video player in custom ads built in-house (https://github.com/mikespencer/vidplayer).
- Developed a tool to quickly and easily produce code for ad placements (http://ads.washingtonpost.com/acg).

Freelance
Web Developer
May 2009 – Oct 2009

- Developed and maintained the HTML/CSS/JavaScript on a handful of websites.

Education

B.S.Interactive Media, School of Media Arts & Design
James Madison University - Harrisonburg, VA
Aug 2005 – May 2009

Focused mainly on front end web development, such as HTML, CSS and JavaScript, as well as the Adobe CS including Flash and ActionScript programming. I also completed Computer Sciences classes focusing on OOP and Java.