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 — creating simple solutions to complex problems.

Skills

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

- React
- Redux
- Backbone
- jQuery
- Handlebars

- Responsive Design
- TDD
- Python
- Java/JSP
- PHP

Experience

Meetup - New York, NY

UI Engineer (Meetup Pro)

January 2016 - December 2017

- Architectural lead for replatforming Meetup Pro from a legacy monolithic codebase to a microservice backed Hapi + React + Redux isomorphic/universal SPA, leveraging the latest tools such as Flow, Jest and Reselect.
- Squad lead for replatforming the *Members* and *Chapters* network admin features for Meetup Pro organizers — two of the most powerful features offered by Meetup Pro. Responsible for breaking down/organising/estimating tasks, keeping the team in sync, writing documentation and implementing features.
- Led the development of a React UI component library for use throughout Meetup Pro. Some technologies used: Storybook for UI development and documentation/cataloging, CSS modules, Flow and Rollup among others.
- Developed a multi-step signup flow for Meetup Pro, allowing members to upgrade their Meetup accounts to Pro accounts.
- Mentored an intern and junior engineers by participating in regular pair programming, training sessions and code reviews.
- Spearheaded the transition to the new Meetup web platform and provided feedback to shape the architecture of it.
- 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 Meetup 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 Meetup codebase using Karma and Jasmine.
- Hosted workshops on topics such as TDD, writing good unit tests and latest ES6 features.
- Built payment related features, including *contributions* allowing members to give money to a Meetup group and a subscription management tool utilising Backbone with Handlebars templates.
- Standardised JavaScript code style by introducing JSCS.

The Washington Post - Washington, DC

Manager and Lead Commercial Web Developer

Nov 2011 – February 2014

- Built and implemented custom ad executions while coordinating with departments such as editorial and infrastructure to ensure flawless delivery.
- Pioneered new innovative ad products throughout the washingtonpost.com, slate.com and theroot.com.
- Wrote efficient, scalable code on a daily basis to optimise website performance for *The Washington Post*'s millions of daily users.
- Member of the Page Performance Team with the goal of optimising website speed and performance.
- Deployed GPT ad scripts throughout washingtonpost.com, slate.com and theroot.com to enhance website performance with fully asynchronous ad loading.
- Developed and implemented *viewable impressions* for ads so that they will only render when they are actually seen to improve page performance as well as ad performance metrics.

The Washington Post - Washington, DC

Commercial Web Developer

Oct 2009 – Nov 2011

- Worked as part of a team to develop custom ad executions.
- Developed tools/applications for the Digital Sales team and provided technical support.
- Built custom client websites using the MovableType CMS, such as *China Daily*'s ChinaWatch.
- 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, lightweight, dynamic Flash video player that became the standard video player in custom ad units built in-house.
- Developed a tool to quickly and easily generate code for ad placements.

Education

B.S. Interactive Media, School of Media Arts & Design

James Madison University - Harrisonburg, VA

Aug 2005 – May 2009

- Focused on front-end web development such as HTML, CSS and JavaScript.
- Completed Computer Science classes covering OOP and Java.
- Studied Adobe CS including Flash and ActionScript programming.