Weston Mossman

Senior Full Stack Software Engineer & Creative Consultant

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Innovative full stack engineer, design thinker & creative leader modernizing digital platforms & experiences.

Professional Experience

Founder Liminal Space Collective

Dec 2021 — Present

Launched & scaled creative co-op delivering immersive art-tech experiences by 200+ multimedia creators. Secured sales, grants, partnerships, enabled dynamic sustainable interactive projects & innovation incubators.

Partnerships & Growth Consultant Swellcycle

Nov 2024 — April 2025

Led marketing, sales & web strategy/design for new waste-negative exhibit manufacturing startup vertical. Mobilized network \rightarrow 100+ leads, full exhibit sale & big museum partnerships, furthering sustainability goals. Planned Autodesk PAAS integration \rightarrow web prototyping, genAI toolchain, automated complexity/eco analysis.

Event & Studio Engineer Consultant Visual Endeavors

Sep 2023 — Dec 2023

Developed custom interactive media solutions using Python, TouchDesigner & DMX scripting. Integrated real-time Nvidia computer vision to enhance live performance visuals for top-10 musicians.

Tech Lead → Staff Engineer

Hippo Insurance

Aug 2018 — Sep 2022

Led Angular monolith → modern React/TypeScript/GraphQL micro-FE/BFF architecture, reducing TTI by 90%. Led PM-controlled policy sales flow config & rendering system, 5x product agility, <dev hours, <regressions. Led UI initiatives, hiring, templates, components, BDD, architecture, conventions, from startup thru IPO.

Full Stack Software Engineer

eBay

June 2016 — July 2018

Supported Search Results app Java → Node.js migration, spellcheck UX, flexbox, PWA, accessibility standards.

Frontend Software Engineer

Yahoo!

June 2015 — June 2016

Supported Yahoo! Finance React/Fluxible migration, sticky nav, cross-browser styling, instrumentation, TDD.

Education

Computer Science: Game Design

UC Santa Cruz

Sep 2011 — June 2015

Bachelor of Science from Jack Baskin Engineering: Magna Cum Laude Minor in Electronic Music — Core: Rachel Carson College Sustainability Studies

Honors & Leadership

Arts Commissioner — Creative spaces & public art advocacy

Alumni Speaker — Social innovation & sustainable tech leadership

Cohort Representative — Future Design Council

Audio Award Winner — Fourier music analysis-driven Unreal Engine game

City of Santa Cruz
UCSC Baskin Engineering
Elders Climate Action
UCSC Games Showcase

Skills & Passions

React, Node.js, TypeScript, ES6, GraphQL, Redux, Next.js, HTML/CSS3, MaterialUI, Jest, Webpack, REST, D3.js, Responsive UI/UX, Agile Project Management, Scalable Architecture, BDD, Sitespeed, Storybook, Shopify, Miro, Photoshop, Ableton Live, Blender, Fusion360, User Empathy, Stakeholder Communication, Mentorship, Music, Sustainability, Leadership, Business Development, Public Speaking, Presentations, Teambuilding, Networking.