

# Weston Mossman

## Senior Full Stack Software Engineer & Creative Consultant

SF Bay Area, CA 831-313-7464

[wmossmaneston@gmail.com](mailto:wmossmaneston@gmail.com)

[linkedin.com/in/westonmossman](https://www.linkedin.com/in/westonmossman)

AI-empowered Full stack engineer, innovator, artist & creative leader building things that make a difference.

## 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 → 100+ leads, full exhibit sale & big museum partnerships, furthering sustainability goals.  
Planned Autodesk PAAS integration → 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.