



personal statement

My name is Josh (though I tend to go by J. Ky), and I'm a passionate, motivated, neurotic, perfectionistic front-end developer and UI designer who's always looking for my next challenge.

With well over a decade of experience writing code and producing design elements under my belt, I'm at a point in my career where I'm searching for positions that will allow me to share my expertise and really spread my wings when it comes to mastery of my craft. I've produced a number of libraries, tools, and frameworks (all available on Github) aimed at improving and simplifying front-end development and UI design, and I'm perpetually interested in developing new tools, philosophies, and design patterns that can elevate the ways we write code and produce software.

My extensive experience with front-end development, combined with my familiarity with design, make me a valuable addition to any team. Furthermore, I can hold my own when it comes to full-stack development, and have produced test-driven applications on a variety of tech stacks, including Ruby on Rails, ASP.NET, and Node.js.

I'm located in beautiful San Francisco, and I'm always looking for new projects and opportunities.

work experience

UX Engineer (Design), Google

March 2018 - Present

As UX Engineer on the Area 120 team within Google, I work on an early-stage incubated product called AdLingo. In my day-to-day, I work at the intersection of AI/NLP/virtual assistants, front-end development, visual design, prototyping, and UX research, helping to drive this nascent product forward. I've developed a variety of public websites, user interfaces, internal tools, and libraries used across the product and its related projects.

Creative Engineer, Google

February 2016 - February 2018

As Creative Engineer on the Brand Studio team within Google, I worked on a variety of projects across marketing, brand identity, tooling, and infrastructure. I assisted with the design, architecture, and execution of widely-used internal component libraries that have been deployed on dozens of highly-trafficked public websites and web properties. Additionally, I contributed visual and UX design work across these projects, working to ensure coherence with brand identity specifications while creating fresh, intriguing design artifacts.

Lead Front-End Developer/Instructor, *Dev Bootcamp*

July 2014 - January 2016

As lead front-end developer at Dev Bootcamp, I'm responsible for design and development of the user-facing portions of a variety of web properties, including the official DBC website. I've used a variety of libraries and frameworks across these properties, including a few of my own: nuclide, tiny responsive grid, and lament configurator.

In my instructor role, I've taught multitudes of students a variety of web development and design concepts, from OO fundamentals, to Ruby on Rails conventions, to Atomic CSS principles. Dev Bootcamp's curriculum runs the gamut of web development essentials, and as an educator, I've been responsible for conveying these to many cohorts of bright-faced students.

UX Engineer & UX/UI Designer, *Freelance/Contract*

December 2010 - Present

I often take on freelance/contract UX and UI work, the scope and scale of which vary greatly. I've produced code and applications for Google, Mattel, Aon-Hewitt, Sears, Manifest Digital, and many other companies of various sizes. My emphasis is always producing solid, readable, performant code that scales well, and my perfectionistic attitude assists me in achieving that end goal!

Lead Front-End Developer, *Coyote Logistics*

August 2012 - March 2014

As lead front-end developer at Coyote Logistics, I led development of our user-facing codebase and user interfaces. In my role, I was responsible for ensuring the high quality of our code, as well as producing an end-user experience that was stable, fast, and enjoyable to use. I often produced functional prototypes, as well as unit-tested JS and scalable HTML/CSS for use across multiple web applications.

Our primary technologies at Coyote were ASP.NET, Backbone.js, Inuit.css, and a variety of testing and build tools.

publications

The Nine Circles of Hell: Front-End Development for Sharepoint, *Self-published*

March 2013

The Nine Circles of Hell: Front-End Development for Sharepoint is an eBook on the topic of front-end development using the Microsoft Sharepoint content platform.

certifications

Professional Scrum Developer I, *Scrum.org*

September 2012

Professional certification via Scrum.org.