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John Matos

Creating a successful user experience requires a great deal of empathy for the user and an understanding of their objectives.

Building a maintainable user interface requires an understanding of the front end's unique technologies, testing strategies, build and development tools, patterns, and best practices.

Leveraging 13 years of experience working at the intersection of Design, Product, and Engineering, I design and implement UI platforms which enable creation of delightful user experiences, and can grow and evolve through an efficient and sustainable workflow.

I've used a *lot* of technologies over the past 13 years. Here are some recent ones!

UI: Angular, Vue, D3, Vanilla JavaScript (ES6+), CSS, Browser APIs, debugging, profiling, micro front ends

Build: Webpack, Make, Docker

Test: Karma, Mocha, Chai, Sinon

Automate: Selenium, Puppeteer, Cypress, Cucumber

CI/CD: Jenkins, Spinnaker, Kubernetes

AWS: CloudFront, S3, ECS, ECR, EC2, Route53, Cloudwatch

Backend APIs: GraphQL, REST, gRPC

Design / UX: Photoshop, InDesign, InVision, Storybook

Tools: Linux, ViM, Git, Github

May 2021 - Now

Pushnami | Frontend Architect

- » Established a UI build, release, and bootstrap process, enabling QA to test arbitrary UI versions, and generally making releases more predictable and less scary.
- » Spearheaded a major new UI feature from initial UX research and interviews to UI and API design and through multiple releases and user feedback. The process established here has set the bar for user-centered thinking for all new user-facing features.
- » Introduced GraphQL as a middle tier, established the initial schema, and mentored on GraphQL best practices. A huge win here is that the API is more representative of the user's mental model, but no changes were needed to the underlying data. I love GraphQL :)
- » Reduced costs for a massively scaled (and critical!) images api by balancing bytes served at the expense of CPU
- » Daily involvement with a whole host of AWS services like CloudFront, S3, ECS, ECR, EC2, Route53, Cloudwatch, and many others.
- » Established (and evangelized!) E2E testing strategy

February 2020 - April 2020

Infoblox | Staff Front End Engineer / UI Architect

- » Designed and developed a micro front end loading platform for an existing monolithic UI, dramatically improving testability and UI load performance. This included a successful initial migration, and an approach to incrementally slice the monolithic UI into individual micro front ends
- » Designed the deployment process for micro front ends using a range of technologies including Jenkins, Spinnaker, Kubernetes and AWS
- » Served as a technical expert across the organization for "All Things UI"

April 2018 - February 2020

Zenoss | Senior Software Engineer

- » Designed, planned, and developed the UI platform for the next evolution of Zenoss's core product: Zenoss Cloud. This included selection of UI frameworks, libraries, test frameworks, build tools, reusable component library, and broader concerns such as scalability and security.
- » Scoped, estimated, and planned implementation of UI features, balancing product, user, and technology requirements, ensuring that the resulting features fit neatly within the UI platform
- » Collaborated with product stakeholders to wireframe and prototype new features and ensure they align well with the broader UI architecture
- » Worked closely with back end engineers to design (and frequently implemented) GraphQL schemas which properly model the domain and providing maximum flexibility for queries
- » Mentored fellow engineers (some remote) through white boarding, conversation, and code review, often demonstrating the correct way to "cut with the grain" of a new library
- » Constantly reevaluated UI user experience, including consistency with style guide and design system
- » Contributed to and troubleshooted Jenkins and Spinnaker CI/CD pipelines
- » Investigated complex technical issues across the entire application stack
- » Presented technical concepts to non-technical people from support to sales to executives

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April 2014 - April 2018

Zenoss | Software Engineer

- » Developed a variety of data visualization components using D3 and SVG
- » Designed and developed a number of one-off SPAs, with minimal oversight, and occasionally implemented backend services as needed
- » Served as an expert in web application development tools, libraries, frameworks, and best practices
- » Brought my passion for user-centered design thinking to just about every conversation, ensuring the end user encounters as little friction as possible

April 2013 - April 2014

Telerik | Front End Engineer

- » Developed the Node.js backend for an automated, cross-platform, mobile testing framework
- » Developed the JavaScript client for the mobile testing framework
- » Developed a Node.js CLI tool and SPA for listing agents, executing tests, and viewing results

October 2008 - April 2013

HMG | Print/Digital Ad Design, Front End Engineer

- » Created reusable ad templates and scripts enabling print designers to rapidly deliver digital ads
- » Designed new digital ad formats and microsites, many of which became new products
- » Mentored overseas designers via design reviews, broadly improving the quality of deliverables
- » Proposed, designed, and developed internal tools (SPAs) which saved time and money by reducing errors and replacing legacy software