

John Matos

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- 🗓️ 8+ Years Experience
- ♥️ Love for the Front End
- ✂️ Modern JavaScript
- 📦 Clean, Maintainable Code
- 💎 Idea to Implementation
- 📡 Initiative & Ownership
- 🤝 Cross-team Collaboration

April 2014 - Now

Zenoss | Senior Software Developer

- » Advocated and implemented web application common patterns and best practices
- » Collaborated with product management, support, and sales engineers to understand user goals and business requirements
- » Took ownership of stakeholder ideas, refined with wireframes, and implemented them
- » Deeply embedded with UX consultants in user-centered design process from idea to user testing to visual and interaction design
- » Translated visual and interaction designs to clean, maintainable, performant, and documented UI code
- » Architected, planned, and led a team in agile delivery of a new product UI
- » Researched and selected UI libraries and frameworks and justified decisions for each
- » CI, automated end to end acceptance tests, and general jenkins headaches
- » Contributed to non-ui development as needed with go, python, make, docker, and more
- » Designed and developed a number of one-off UIs, mostly using vanilla js

Septemer 2016 - Now

Phoxlights | IoT Software Developer

- » Developed a C lib for layered, keyframed, bitmap animation for use on the esp8266
- » Made use of the esp8266 wifi hardware to implement a binary message protocol over tcp
- » Wrote a nodejs tool to interface with the phoxlight binary message protocol

April 2013 - April 2014

Telerik | Front End Developer

- » Developed the JS client for a mobile application testing harness
- » Developed a nodejs server for connecting clients and proxying test automation commands
- » Used browser dev tools for debugging, performance profiling, and leak finding
- » Learned about both object oriented and functional programming paradigms

October 2008 - April 2013

HMG | Print/Digital Ad Design, Front End Developer

- » Created print and digital ads using InDesign, Photoshop, and Illustrator
- » Learned Flash and ActionScript, and designed and developed a large number of Flash ads
- » Took initiative in translating unique sales rep requests into new ad formats, producing new opportunities for revenue
- » Developed a new data driven ad type, enabling sales of ads which reflect customer inventory in real time
- » Designed and lead development of an order management SPA, reducing errors, and speeding up ad delivery

Technical Skills

- » Modern JavaScript features: arrows, async/await, promises, destructuring, import/export
- » CSS, Sass, Stylus
- » Web Brower APIs (DOM and friends)
- » Browser dev tools, profiling
- » Component-based, state-driven, declarative UI frameworks (vue.js, et al)
- » Data visualization with SVG and d3
- » Webpack, babel, eslint
- » Unit, integration, e2e testing (including BDD)
- » Interfacing with JSON APIs, graphql
- » Linux, vim, make, bash, docker, git
- » Some C, Python, Go

Visual Design Skills

- » InDesign, Photoshop, Illustrator, Flash
- » General layout and design principles

Planning and Collaboration

- » Collaboration across product, design, engineering
- » User-centered design thinking
- » Planning for incremental delivery (Agile/Scrum)
- » Rapid prototyping and communication with wireframes

