

JAY GOSS

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SUMMARY

Driven and creative full-stack engineer with ten years of experience building large scale web and native applications.

Expertise includes: React / React Native applications, complex interactive UI/UX, live video, voice, and chat, NoSQL, and microservice architecture.

SKILLS

JavaScript
TypeScript
React

React Native
GraphQL
Node.js

MongoDB
Redis
Cassandra

Kubernetes
WebRTC
AWS

ROLES

Stealth

Remote 2020

Role Senior React Engineer

- Leading a small team of developers building a real-time media content creation and social networking mobile application (built with React Native) and complimentary web application (built with Next.js)
- We are currently preparing for the initial onboarding of users, set to take place mid-2021

Vimeo

New York 2019

Role Senior Frontend Engineer

vimeo.com

- Lead conversion of existing website to React / Redux application
- Implemented a guide on best practices and patterns for the team to use in React and JavaScript development
- Provided the design team with insight into experimental and engaging frontend technology to use in the redesign of Vimeo's analytics dashboard

Perry Street Software

New York 2017 - 2019

Role Software Engineer

perrystreet.com

- Managed a team of two JavaScript developers and one Ruby on Rails developer, working on both web and native projects
- Developed video broadcasting infrastructure as well as a corresponding React Native application which provides the player and interface for the live stream
- Lead technical strategy in developing a video streaming service for hundreds of thousands of users

Sanctuary Computer

New York 2017

Role Software Engineer

sanctuary.computer

- Lead technical strategy developing a React Native app for iOS and Android
- Ensured security and scalability for an iOS and Android app with 10k+ users
- Designed and developed animations and interactions for clients as well as Sanctuary Computer itself
- Streamlined team workflow by developing a React and JavaScript style-guide

4Real Digital

New York 2015 - 2017

Role Software Engineer

4real.io

- Lead development on the company's first iOS and Android app
- Pair programmed with interns and new engineers to teach React / Redux app development
- Delivered multiple React / Redux web apps efficiently for a diverse range of clients

Freelance

New York 2010 - current

Role Software Engineer

jaydgoss.com

- Built dynamic web applications and corresponding CMS interfaces
- Shaped client's digital presence by creating a brand identity and matching website
- Designed and developed unique and beautiful animations and user experiences