

David Justice
1726 SE Division Street
Portland, OR

434 944 1440
davejustishh-at-gmail.com
<http://www.davejustice.com>

Work Experience

- **Freelance Development** Portland, Oregon
Software Engineer *March 2014 - Present*
 - Led multiple teams in engineering fresh and legacy projects.
 - Implemented an interactive SVG interface representative of complex medical data.
- **Quick Left** Portland, OR
Software Engineer *January 2014 - February 2014*
 - Assisted in the onboarding of Quick Left engineers in the the Sprint.ly project after the merger.
- **Sprint.ly** Portland, OR
Software Engineer *January 2013 - January 2014*
 - Implemented the popular list view.
 - Improved Test Coverage from below 1 percent up to well over 50 percent.
 - Managed major refactors of the Front End.
 - Made large performance improvements in rendering on the front end.
- **Glider** Portland, OR
Software Engineer *January 2013 - March 2013*
 - Worked on a small team to rapidly build out an alpha release for TechCrunch Disrupt
 - Helped to stabilize product.
 - Assisted in finding full-time employees to carry on development.
 - Implemented interactive signing of documents with canvas API
 - Acquired one year later by FPX
- **Tixie** Portland, OR
Front End Developer *September 2012 - January 2013*
 - Implement full site redesign.
- **Outthink Group** Lynchburg, VA
Web Developer *September 2011 - 2012*
 - Implement full site redesign.

Open Source Projects

- **Meta-staseis** *started 2014*
<http://edit.cassettetap.es>
 - Editing Audio Files in a Browser
 - Client Side manipulation of audio data in a web worker.
 - Supports Copy, Cut, Paste, reverse, merging
 - Exporting as a WAV file

- **NPR Streams** *started 2014*
 - <http://npr-streams.com>
 - Parsing of 22,000 line xml file of all npr stations.
 - Created easy to navigate and fully documented API
- **4minutesand33seconds** *started 2014*
 - <http://4minutesand33seconds.com>
 - Recording and real-time audio visualization in browser with WebAudio and WebWorkerAPI.
 - Bulk uploads to Amazon s3.
- **Revisit.link** *2014*
 - <http://revisit.link>
 - Project for mapping together microservices for image manipulation.
 - Collaborated with the creator of chat.meatspac.es and Big Boring System.
- **Small Modules on NPM** *2012 - current*
 - <https://www.npmjs.com/~meandave>
 - general utilities
 - Command Line utilities
 - Canvas API Helpers
 - WebAudio API Libraries
 - Developer Tools

Skills

Languages: JavaScript, L^AT_EX, C/C++, Markdown

Operating Systems: Linux, UNIX, MacOSX, Windows

Applications: GIMP & Photoshop, GNU Plot, L^AT_EX, InDesign, Emacs, Illustrator, InkScape, Audacity

Miscellaneous: strong verbal and written communication skills, excellent troubleshooting and debugging skills, exceptional problem solving skills, good teams skills

Interests

Computers: Maintain a plethora of open source packages, mostly on packages published to NPM. Highly proficient in Linux and other UNIX derived systems. Studying Digital Signal Processing.

Musical: ♪ Playing piano & creating instruments. Running a small independent cassette label.

Musical continued: ♪ Running a small independent cassette label.

Outdoors: Bicycles, camping, traveling.

Other: Reading about philosophy, mathematics, music theory, history of computing.

Presentations & Workshops

- **PDXNode Meetup Group** Portland, Oregon
2013 - Present
 - *Organizer/Presenter*
 - Multiple Lightning Talks on small modules
 - Presentation on Web Audio API
 - **NodeSchool Workshops** Portland, Oregon
2013 - Present
 - *Organizer*
 - Assisted with many of the nodeschool.io workshops
 - **CascadiaJS Conference** Portland, Oregon
2014
 - *Organizer*
 - Managing talk recordings, planning, accomodating speakers.
 - **JSConf US** Amelia Island, Florida
2014
 - *Volunteer*
 - Helped with ticketing, setup/teardown, accomodating speakers.